SEGA. NINTENDO. SONY. PC CD-ROM. 3DO. ATARI. ARCADE.

COMPUTER AND VIDEO GAMES

68.00 ASCH
$6.50
9,500 L
NOVEMBER 1995
ISSUE No 168

ONLY £2.45

FREE
ACCLAIM 32-BIT CONSOLE COMBAT MAG

X-MEN®
THE COIN OP: SATURN & PLAYSTATION CONVERSIONS REVEALED

WWF®
THE ARCADE GAME PLAYSTATION FIRST REVIEW

i love my DR

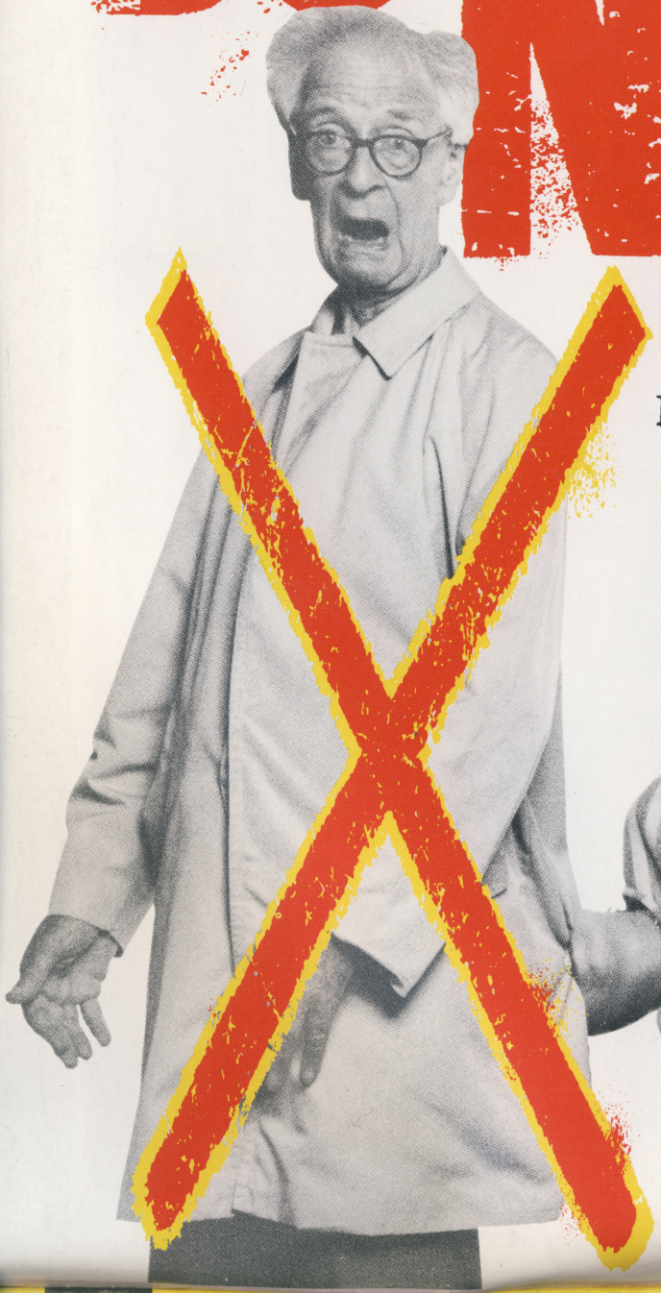
wipEout"

THE ULTIMATE PLAYSTATION EXPERIENCE
YOUR COMPLETE GUIDE FROM THE GAME'S CREATORS

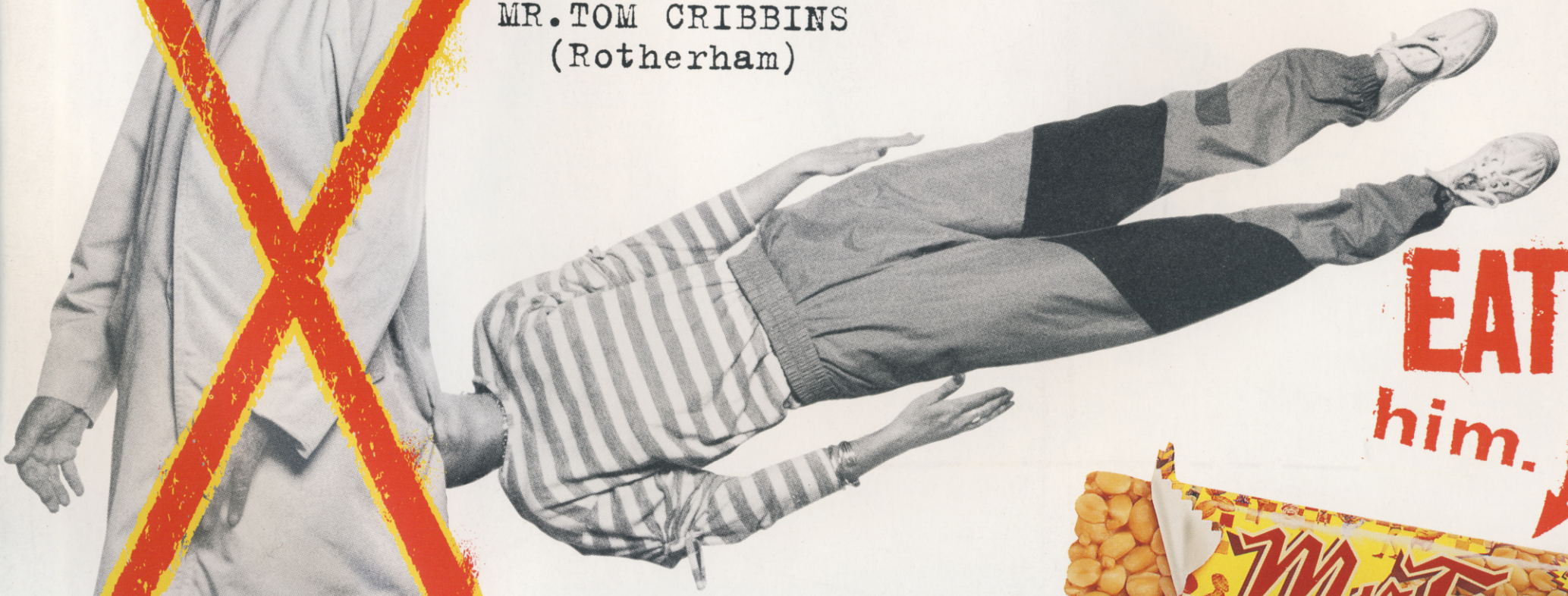
VIRTUA FIGHTER 2 ON SATURN. MORTAL KOMBAT 3 ON PLAYSTATION. VIRTUA FIGHTER ON 32X. PRIMAL RAGE ON JAG CD.

PLAYSTATION VIEWPOINT ROAD RASH NBA JAM T.E. STREET FIGHTER II: THE MOVIE
SATURN SEGA RALLY VIRTUA COP CLOCKWORK KNIGHT 2 DEADLY SKIES MORTAL KOMBAT 2
SUPER NES KILLER INSTINCT MEGA DRIVE VECTOR MAN 3DO SPACE HULK JAGUAR DEFENDER 2000
PC CD-ROM MAGIC CARPET 2 HEXEN DESTRUCTION DERBY PLUS MUCH MORE...

DO NOT EAT HIM



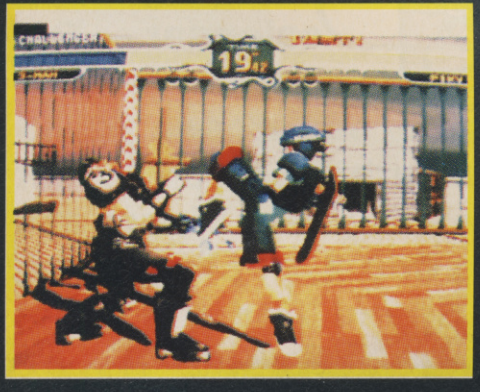
MR. TOM CRIBBINS
(Rotherham)

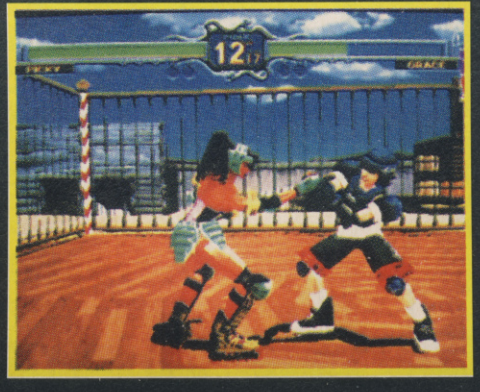


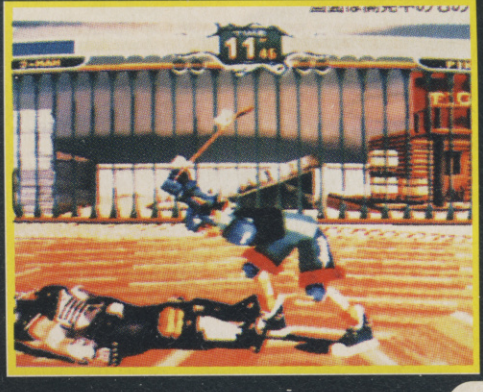
EAT
him.

PSSSSSSSST!

Behind the scenes is where you'll find CVG this month. That's where the big attractions for the home and in the arcade are being planned; by developers such as Sega's AM2. Fighting Vipers is their new baby, and it's revealed exclusively on page 74. Enjoy!







exclusive

WIPEOUT

67 People are being blown away by the awesome sensation that is Wipeout on PlayStation. Sony Interactive have written a red hot player's guide to their game, exclusively for CVG!

contents

NOVEMBER 1995 ISSUE 168

36 VIRTUA FIGHTER – 32

Sega's premier fighting game comes to the masses courtesy of the Mega Drive 32X. It doesn't look as good as on Saturn, but we tell you why this could be the best version yet!

74 Videodrome

The most important event in the Japanese gaming calendar – The JAMMA show – dominates our arcade pages this month! Read all about Sega's Fighting Vipers and Virtua Cop 2, not forgetting Konami's Speed King and more!

REGULARS

6 Editorial
8 Connected
78 In the bag
80 Help
92 Cheatmode
96 Challenge
97 Charts
98 Next Month

Clockwork Knight

44

A sequel already! Sega sorts out what went wrong with their good looking platformer in its second outing on the Saturn.

Magic Carpet 2

62

Know how it feels to weild the power of a sorcerer! Magic Carpet 2 features more magic spells, a host of new demon hordes, and more strategy than ever before!

REVIEWS

32-BIT
20 Loaded – PlayStation
22 Space Hulk – 3DO
28 Boxers Road – PlayStation
30 MechWarrior 2 – PC
34 Rayman – PlayStation
37 Virtua Fighter – 32X
40 NBA JAM – PlayStation
42 Layer Section – Saturn
44 Clockwork Knight 2 – Saturn
46 Novastorm – PlayStation
54 Goal Storm – PlayStation
56 Mortal Kombat 3 – PlayStation
62 Magic Carpet 2 – PC

16-BIT
24 International Superstar Soccer – SNES
48 Vectorman – Mega Drive
50 Killer Instinct – SNES
52 Micro Machines '96 – Mega Drive
61 Zoop – SNES

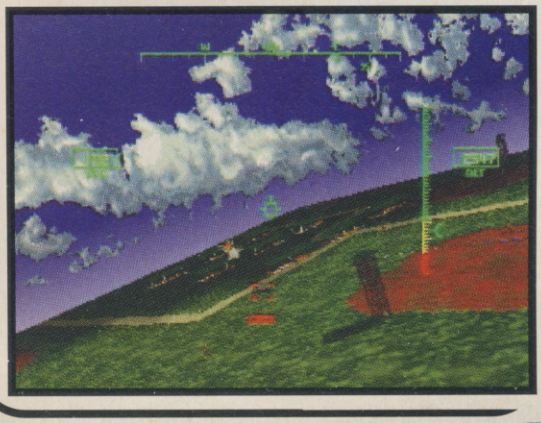
Killer Instinct

50

Positive proof that the humble 16-bit Super Nes can still hack, slash or special move it in the beat-'em-up market as Rare's ubiquitous arcader comes to the home!

PREVIEWS

22 Agile Fighter – Playstation
84 Destruction Derby – PC
87 Frantic Flea – SNES
88 Hexen – PC/PlayStation
90 EA Previews



COMPUTER AND VIDEO GAMES

EDITO

news from t

EDITOR:
PAUL DAVIES
DEPUTY EDITOR:
GARY LORD
ART EDITOR:
JULIE HEAP
DEPUTY ART EDITOR:
PETREA DOYLE
REVIEWS EDITOR:
RAD AUTOMATIC
ADDITIONAL DESIGN:
JASON FRENCH
NIKKI CREED
JAIME SMITH
CONTRIBUTING WRITERS:
RICHARD LEADBETTER
DAVID UPCHURCH
RIK SKEWS
COVER CONSTRUCTED BY
THE DESIGNERS REPUBLIC
Editorial and advertising enquiries:
0171-972 6700
Editorial fax:
0171-713 6701
Advertising fax:
0171-216 6219
Subscription and Back Issues enquiries (9.30–5.30 Mon–Fri):
01858 468888
CVG Headquarters: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

ADVERTISING MANAGER:
Lisa Hawkes
DEPUTY AD MANAGER:
Chris 'LEGO' Perera
PRODUCTION: Vicki Jacobs
SYSTEMS AND PRODUCTION MANAGER:
Sarah-Jane Leavey
PRODUCT MANAGER:
Tina Hicks
PUBLISHING DIRECTOR:
Graham Taylor
SUBSCRIPTION ENQUIRIES:
CVG Subscriptions, Tower Publishing, Tower House, Sovereign Place, Lathkill Street, Market Harborough, Leicestershire LE16 9ES TEL: 01858 468888 RATES (includes postage and packing): 12 ISSUES UK: £34.00, AIRMAIL EUROPE: £52.00, AIRMAIL REST OF WORLD ZONE 1: £75.00, AIRMAIL REST OF WORLD ZONE 2: £89.00, REST OF WORLD SURFACE: £48.00, BFPO: £34.00, EIRE: £52.00
PRINTED IN THE UK BY: St Ives PLC, Peterborough
DISTRIBUTED BY: Frontline
(c) COPYRIGHT: Computer and Video Games 1994/5 ISBN NO: 0261-3597
DISCLAIMER: Although we take great care to ensure the accuracy of the information contained in this magazine, CVG and the publishers cannot be held responsible for omissions, errors, misprints or mistakes which may occur.

YOU SAY GOODBYE, AND I SAY HELLO

Welcome to the new, even newer and more improved CVG. And just why is it more improved? Because Piehead Patterson has upped and gone and left, that's why. Which means, after the celebrations and prayers of thanks are over, we've had to draft in some sucker to take over his job, giving us more time to play games and slack around. And that lucky bonehead is Paul 'Grover' Davies, ex- of our sister mag Nintendo Magazine System. Paul likes making coffee, asking to go to the toilet and being friends. So we're sure you'll join us in welcoming him to the team with a hearty 'Bad luck, Paul! Never mind!'.

At the same stroke, we'd like to point out our blue-collar 'last in, first out' policy by announcing that poor old Simon, arcades maestro and games addict, has been cruelly kicked off the magazine to make room for Paul. If you're interested in following his adventures you're welcome to peruse the pages of our sister publication Nintendo Magazine System, his new home. Thanks for all the hard work, Simes, and, er, your wages are in the post. Honest.

CVG SPACE ALIEN SATANISTS!

In shock revelations revelated today, the staff of top computer games magazine CVG were blasted as baby-eating glue-sniffing Satanist aliens. Builder Barry Hairline claims to have witnessed bizarre midnight rituals during which Editors and staff:

SACRIFICED little fluffy toys to Satan!
DRANK soup made with blood and dandruff!
and
PICKED their noses and ate it.

Barry believes that CVG is merely a front for a backwards-masked Satanist publication, with prayers to the Dark Lord Beelzebub encrypted in code in screenshots. "Games are the work of the Devil anyway," reasons Baz "So what better way for him to spread his dread word than through evil publications such as CVG? I mean, look at that Paul Davies, he's obviously some kind of alien. No real human being could look like that."

Staff of CVG, from space, declined to comment.

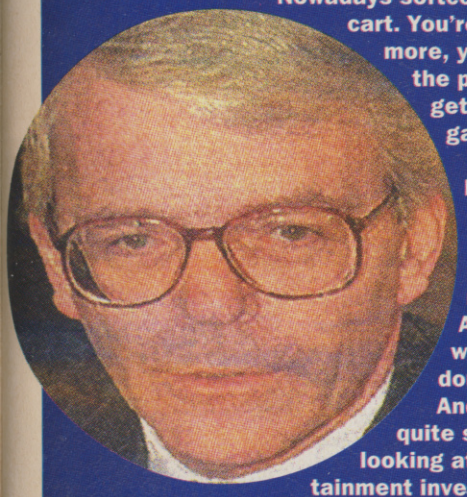
RIAL

he front

OUR MESSAGE TO THE PEOPLE

The computer industry adage states that as processor power doubles, the production costs halve. This is all very well if you're Johnny Mainframe developing huge computers for research institutes and so on, but it has stuff all practical effect for consumers. The last 10 years have seen the computer games industry develop from 8-bit four-colour home computers with tape-based loading systems like the Spectrum to a cartridge-based, console-dominated arena, and soon into a 32- and 64-bit CD-ROM scene.

The cost of both machines and games has steadily increased disproportionately to inflation. When we at CVG were nippers 10 quid was as much as you'd pay for even a top game.



Nowadays softcos are charging up to £70 for a cart. You're not just paying for a game anymore, you're paying for the branding, the packaging, the advertising budget and the PR firms which sell the games to retailers and magazines.

Yes, development costs have risen exponentially as gamers demand more sophisticated titles, but the fact remains that playing games is now a very serious business. And like any business those within it are out to make as much dough as possible.

And given that this is your dough, quite some quantity of it, and you're looking at a pretty long-term home entertainment investment you'd be pretty stupid not to find out as much information as possible before opening your wallet for either machine or game. While CVG has endeavoured to deliver this alongside unbiased opinion 14 blinkin' years, longer than anyone else in the biz, we feel that the changes in the gaming world need to be reflected by our magazine. In short, it's time for something new. We'll be sticking to the same editorial policy – except more so. We want to deliver still more info, a bigger overview of the whole industry and be more ruthless with our comments and ratings so you can make your decisions better prepared. You'll be able to buy the finished article next month. Trust us – it'll be better than sex.*

The Collective Mind of CVG.

*Well, sex with Paul anyway.

people bits

Hey kids! Wouldn't you just love to know what's in store for your favourite magazine journalists over the next four weeks? Well you'd better put CVG down and pick up Axe Child Periodical or whatever your favourite magazine really is. We'll just make do with some more of our star (ha ha) astronomer's wonderful predictions

paul

I predict that you'll have a very tense back within the next four weeks. The fact that you've just taken over as Editor of the brightest, breeziest, busiest, most stress-filled and hard work video games magazine may have something to do with this. Or perhaps it's your rigid adherence to the Northern custom of sleeping in a coalmine.

Lucky Day: Never

gary

This month thieves will break into your car and steal an awful lot of stuff. Although that's not exactly much of a prediction, because it happens about every fortnight on average anyway. Fairly soon you're going to run out of stuff to leave in your car waiting to be stolen. Try bulky items of furniture as opposed to tiny credit cards and wads of bills.

Lucky Hamster: Hammy

rad

This month you'll be contacted by an alien race, seeking to benefit from your knowledge. They will ask you directions to the Ikea Superstore, requiring certain DIY materials to repair their space ship. Sadly you have a crap sense of direction and instead direct them to a top secret military installation, where they are captured and the technology aboard their craft used in new Doomsday weapons which destroy the world.

Lucky Bite: Toucan

julie

It's your birthday this month, and you'll receive lots of presents from people in the office. Among these will be anti-depressants, fluffy, cuddly toy animals, cheery slogan stickers for your computer, balloons, the joyous laughs of children and other worryingly uplifting gifts. Do not open them, or your permanent cloud of gloom could be dispersed.

Lucky Bird Call: Parakeet

trea

I predict that you'll go on holiday again this month. Alright, so that's another easy prediction to make given your 'carefree' (ie slack) antipodean outlook. Why bother going to work when there's another barby in Africa to attend? Why slave over a hot Macintosh for some pasty poms when there are glorious beaches still not lazed around upon? It's alright for some. Luckily for everyone you contract 18 forms of malaria and spend your hols in a badly equipped kangaroo hospital.

Lucky Leaf: Maple

connected

the wired-up gaming news section

Windows 95 might

Sony blows heads at Live 95!

sound as dull as ditch-

Core announce load of new Next

water to you but it's

Gen releases: Blam,and Tomb

good news for PC

Raider, and news of their

gamers. Nintendo Ultra

Swagman tile. Infogrammes get

64 sightings look like

seriously into the 64-bit con-

they could come to

sole market with their not bad

fruition and Firestorm –

at all Alone in the Dark series.

Thunderhawk 2 is the

Blue Byte bring us Battle Isle

surprise arrival on the

3: Shadow of the Emperor.

Sega Saturn.

NO-BRAIN UNITE

So Bill Gates paid an alleged $6 million to use The Stones' 'Start Me Up' to promote Windows 95, but here at CVG we don't give a stuff, what we wanna know is how it's gonna affect our games?

Specky Bill Gates has taken another step towards global computer domination with the release of the new 'no-brainer' (ie – user friendly) Windows 95 operating system. It's a bit on the 'controversial' side. Firstly because it's very similar indeed to the operating system used by Apple Macintosh computers, and secondly because it's an obvious attempt to standardise all PCs with a Microsoft OS.

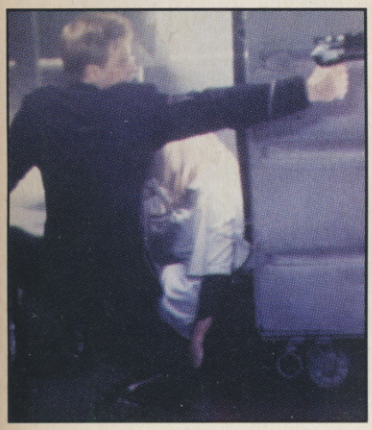
Still, it's not all sinister mega-corporation stuff. Windows 95 is a bold step towards accepting the PC as a games machine too. It helps users set up their games without having to reconfigure their hardware all the time and allows those blessed with the software to perform all sorts of PC-type activity (including running other games) in the background.

Windows 95 enables PC gamers to set up their games without reconfiguring hardware. One of the first titles that you'll be able to do this with will be Wing Commander 4.

The list of software houses supporting the software, while by no means complete, is already fairly impressive. Big names such as EA, LucasArts, Acclaim, Viacom and Bullfrog are already developing for the platform, with more (and bigger) names considering stepping in. Origin have already announced Wing Commander 4, staring poor old mark Hamill again, which as you can see from these shots, looks pretty neat-o.

However, those considering Windows 95 (and have the recommended minimum 486 DX with about 8M on the hardware) might like to wait until the patch disk/upgrade makes its appearance, as early versions of the system are allegedly a bit rock to get working.

ERS



MY GLASSES! MY GLASSES!

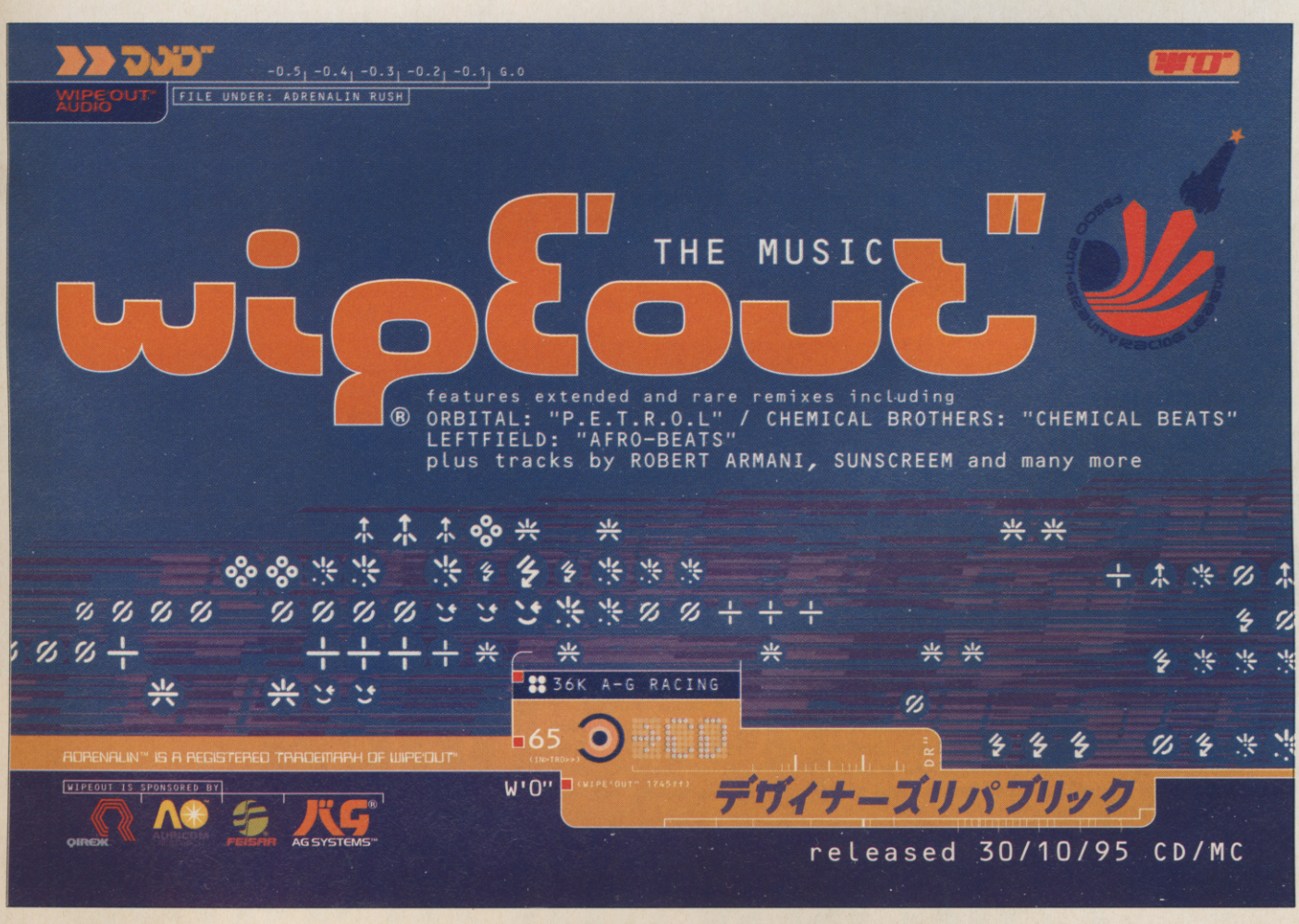
PCs are also the home base for another interesting development, this time from the new ESCOM subsidiary Virtual Products. The i-glasses, as they're known, are lightweight 3D specs compatible not just with computers but also standard TV outputs, so you can watch your favourite programmes in glorious 3D. Plans are afoot to install the i-glasses in 'planes, and even dentists to distract patients from painful operations. We're hoping to perform a full road-test on these in a future issue.

ULTRA IS REAL SHOCKER!

Nintendo are to give away, completely free, 300 Nintendo Ultra 64s at the forthcoming Shoshinkai electronic entertainment show in Japan, thus quashing rumours that the hardware doesn't really exist. Well done, lads.

SONIC CATHEDRAL OF SOUND

QSound, that wacky sound-placement technology found in arcade games like X-Men, is soon to hit the home. Compatible with just about any PC operating system (including Windows 95) QSound Labs hope to corner the audio localisation market at a stroke. The demos we heard were ace (as good as Creative Labs more expensive effort), so expect lots of cool 3D sound effects in PC games soon.



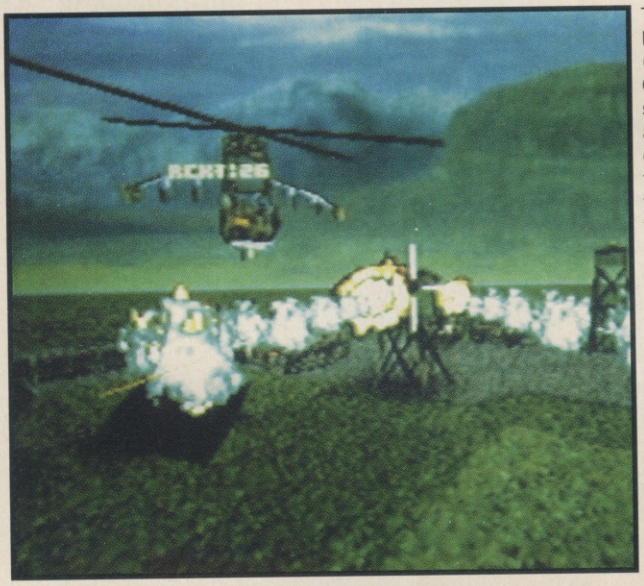
KILL YOUR HEAD

Sony flexed their wallet and opened the Live '95 consumer show with a massive exploding head stunt, mimicking their current ad campaign for the PlayStation. The actual cost of the stunt is unknown, although the company had to secure £6,000,000 worth of insurance (for the surrounding area) before the prank could go ahead. Blimey.

MASTER BLASTER

Creative Labs have announced plans for their latest crack at the big money. After pretty much standardising sound cards with the SoundBlaster, Creative are challenging 32-bit consoles with their new 3D Blaster – a graphics card which supposedly offers superlative polygon handling for any PC. CVG were invited to an unveiling ceremony where Creative Labs outlined their business plan, which includes the introduction of a standard graphics, sound and telecommunications card by 1998, and were subjected to a lengthy demonstration of the capabilities of the new 3D card. To be honest, the early demo on display, whilst decent by low-grade PC standards, was a long way from bettering the current PlayStation or even Saturn polygon software. We'll keep you posted on any further developments.

IT'S LIKE THUNDER (AND LIGHTNING)



The game that set the Mega-CD alight (whereas now most M-CD owners are just setting their machines alight) was without a doubt Thunderhawk from Core Design. Now the Saturn's here and the quality software far outweighs the crap stuff, and so to set the Saturn alight Firestorm: Thunderhawk 2 needs to be something really spesh. And worry ye not because it looks sensational, and we've tested out the first couple of levels, and they play like a dream. The 3D perspective looks incredible as your targeting cursor actually moves realistically round the cockpit; and the polygonised 'copter turns, flys, rotates and shoots so well that you can't quite believe what you ever saw in Jungle Strike et al. The Saturn version is aiming for a November release as are the PC and PlayStation versions. Yip. Eee.

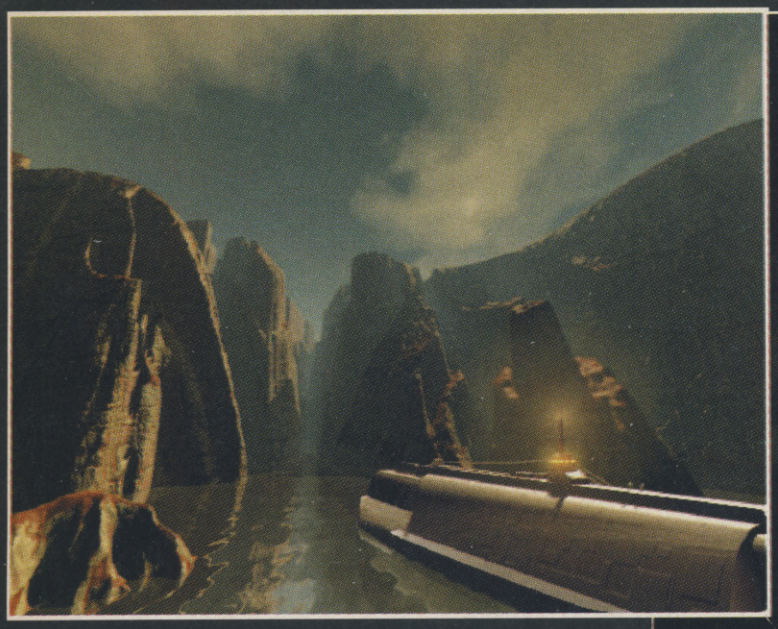
ALONE FOR PLAYSTATION

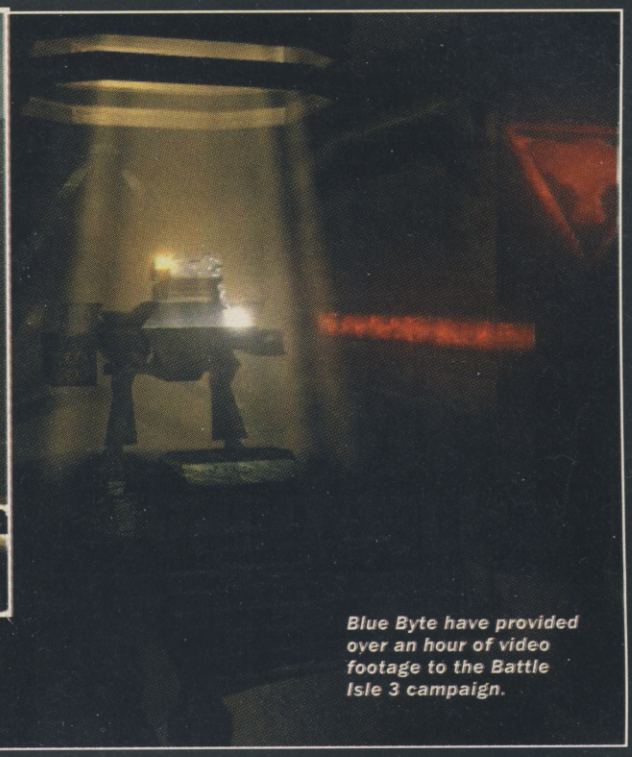
Infogrammes distinguished themselves with a spectacular conversion of their PC hit Alone in the Dark for the PlayStation. It features a whole ruck of previously unseen Silicon Graphics routines which look lovely. Look out for a review soon-ish.

Next Gen consoles means the Alone in the Dark series is destined for PlayStation.

HERE COMES THE NEW BOSS

BMGie, the massive corporation who brought ex-Hollywood supremos Rocket Science (and their crap games) to the world have signed up another bunch of Oscar-winning types to produce software titles. Boss Game Studios, games wing of Boss Film Studios who have Academy Award credits for Star Wars, Empire Strikes Back and Raiders of the Lost Ark among others, are nearing completion of their first title, Adventureland. The title promises a wealth of modelling, 3D animation and motion-capture cleverness. But will it be any good? We'll let you know.





Blue Byte have provided over an hour of video footage to the Battle Isle 3 campaign.

SHADOW OF THE EMPEROR - BATTLE ISLE 3

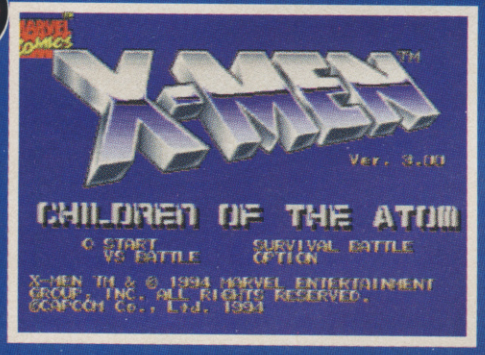
One of the most successful wargame series, dating right back to when the Amiga was king of the home computers, has to be the Battle Isle series, and Blue Byte are happy to be the people behind the latest in the series: Shadow of the Emperor – Battle Isle 3.

All is not happy on Planet Chromos as although the Drulls and the Kais have put aside their differences a prominent Drullian Nationalist has reared his aggressive head and put a stop to the UN-like ceasefire that had taken place. OK, for those of you who have not played Isles 1 and 2 understanding what went on before might be like trying to understand what the heckity heck's going on in Bosnia, but Blue Byte are assuring us that this will not matter one iota. Once you become engrossed in the campaign to restore the Kaiian leader, Caro, to her rightful postion! This will entail plenty of forward planning as to your fuel and weapons and your tactical warfare that will hopefully ensure your victory.

The second best hand held game in the world.

STOP PRESS! STOP PRESS!
STOP PRESS! STOP PRESS!

SATURN X-MEN IS HERE – EXCLUSIVE TO CVG!



X-AGGERATE

CVG's mutant powers reveal that Saturn X-Men has at least two features additional to the coin-op! Versus mode, as seen in Super Street Fighter II, is expected to record the number of wins in a series of two-player head-to-heads. Survival Battle, we hope, will adopt the same approach as that in Super SFII – allowing competition between up to eight players! Find out for sure next month.

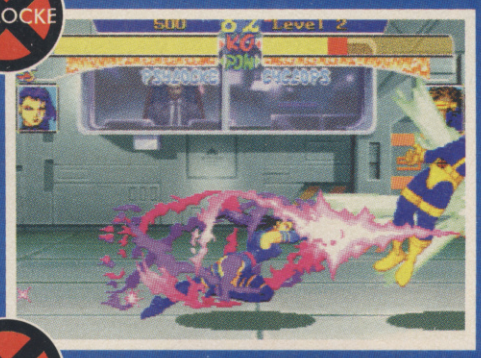
Yes these are Sega Saturn screenshots, depicting X-Men: Children of the Atom – surely the greatest arcade-to-home conversion yet seen!

On the final day before CVG went to print, a rare edition of Saturn X-Men arrived at the office. The final version is now delayed until late November in Japan, possibly even December, which explains why three of the mutants are currently missing. What we have here at CVG is a fully-playable demo disk, used by Capcom to preview their game to retailers in Japan. It prevents players from competing beyond one match-up – CPU or Human controlled – but otherwise it's the game. And we cannot believe how magnificent it truly is!

You can read all about the gameplay in the Acclaim booklet. While you're here, marvel at the splendour of these 100% CVG approved images.

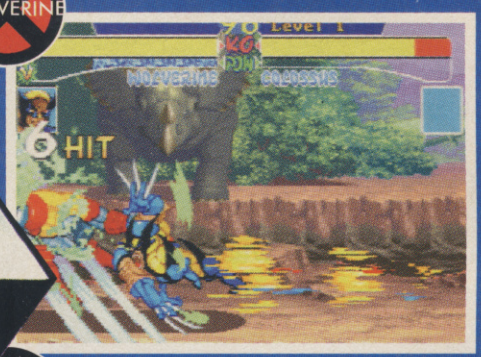
CYCLOPS

PSYLOCKE

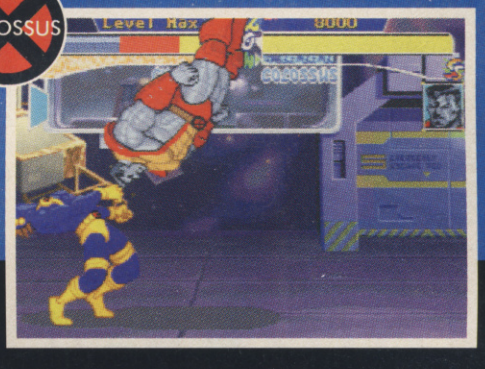


SILVER SAMURAI

WOLVERINE



COLOSSUS



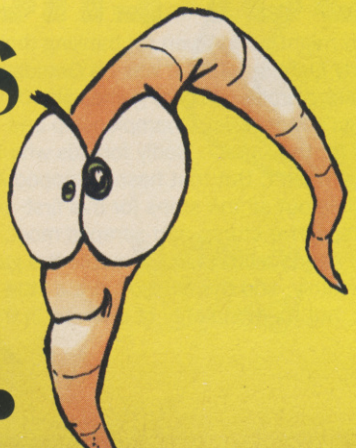
OMEGA RED

ICEMAN

PLAYSTATION X-PLANATION

Acclaim still have nothing to show us from the PlayStation version, which is something of a disappointment all round. The American company are handling the conversion themselves, so we can only assume they're having similar problems with time. More so, perhaps, than Capcom themselves – which is perfectly understandable. Regardless, Acclaim have assured CVG readers they'll get to see the game first!

If whips & chains excite you, get some hand relief.



connected

OK, the Jag might not be a cool new console but Atari does have some up-and-coming titles on the way...

ATARI

PRIMAL RAGE CD

The third party game which aroused the most interest was Time Warner's conversion of Primal Rage for the Jag CD, definitely the best version of the game we've seen so far. The sprites are arcade-size and move in a convincingly unconvincing coin-op fashion. The sound's great too, and there's generally not much chance of disappointing coin-op fans when it's finally released.

HIGHLANDER CD

We've mentioned this one before, and although there wasn't a lot to see at the recent show, we still reckon that this is going to be one of the more impressive CD titles. Highlander mixes FMV animation (which doesn't really look like FMV, thankfully) with traditional Alone in the Dark-style multi-perspective graphics in an action-RPG setting. We'll bring you more information when we've played a proper playable version.

The first RPG-style game to arrive on the Jag looks likely to be the rather promising Highlander.

SUPERCROSS 3D

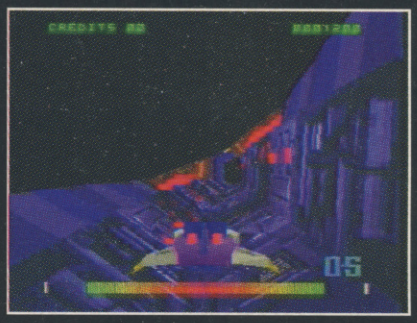
You might be forgiven for thinking that Motocross is still as popular as it was in the early Eighties when it was on Grandstand, with the strange proliferation of games like Dirt Trax FX, Sega's Motocross Championship and now Supercross 3D for the Jaguar. Sadly for kids who like broken legs, it isn't. But that hasn't stopped Atari from pulling out all the stops for this first- or third-person perspective stunts-and-scrapes racer. The frame rate still needs a little work to make the game run smoothly, and the controls are a little awkward as yet, but there's plenty of promise in the title.

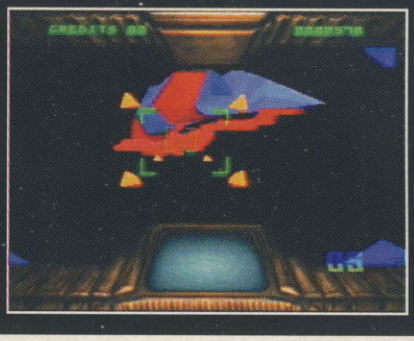
ATTACK OF THE MUTANT PENGUINS

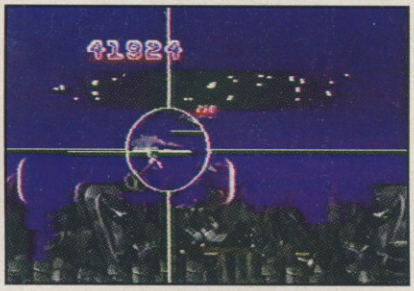
One of the European developments on display, and probably the most visible game Atari will push before Christmas, is the British title Attack of the Mutant Penguins. We'll explain the plot in the future, because it's a bit complicated, but the game casts you as a friendly alien out to save the world from evil alien penguins with the help of good non-alien penguins. You can tell them apart because the evil penguins are dressed up in clothes. It's a kind of reverse isometric Lemmings as you lead the evil 'guins into traps and destroy them with various weapons whilst saving as many nice birds as possible. It looks quite pretty, although unspectacular, but play-wise this could be a real stormer.

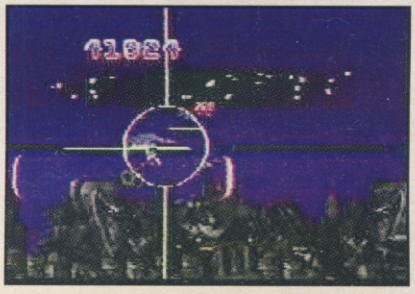
ZERO FIVE

Easily the most impressive game on the Atari stand, and the one which bodes best for the future, was Zero Five. The level on display is best described as a 3D Galaxians, with waves of aliens storming at your space ship in formation. Zero Five distinguishes itself by dint of its ultra-convincing 3D movement and chunky Stunt Race FX-style polygon graphics. Best of all, however, has to be the floating camera-on-a-string viewpoint which allows you to see the action from just about any angle, depending on your movements. It's even possible to have your craft flying out of the screen, seemingly towards your face, as the enemies pile in from behind your head. Well, not really, but that's what it looks like, if you see what we mean. Anyone who really does see aliens flying into their TV from behind their head needs to lay off the cough medicine for a bit.









DEFENDER 2000

We may have written about this one before, but it's just worth mentioning that Defender 2000 has come quite a way since we last saw it. The graphics are pretty much finished (and they look cool, apart from the main ship which looks daft) and the gameplay is all but done. And it's very very hard indeed. Even crusty games expert Paul was stumped to score more than about half a point. Expect this to be the Tempest of next year. Although it'll be released at the end of this year.

Now you can play with your worm in public.

Shiny Entertainment

Virgin Interactive Entertainment

GAME BOY

GAME GEAR

EARTHWORM JIM™

Earthworm Jim TM © 1995. Shiny Entertainment Inc. Published 1995 Virgin Interactive Entertainment (Europe) Ltd. All rights reserved.

SEGA: THE CALM COOL COLLECTIVE

SEGA

From Sega's point of view, there is no supremacy battle between them and Sony this Christmas. Saturn already won...

CVG isn't attempting to sway opinion one way or the other with this feature, but we reckon there's still a number of people who don't yet realise the potential of Sega's plans. Unlike most companies where the line is pretty much drawn with console hardware itself, Sega have the unique benefit of ranking among the world's biggest pioneers of coin-op technology. Their development teams have become superstars of gaming, through providing customers with ground-breaking state-of-the-art experiences time and again.

Sega Europe are not at all phased by Sony's £20 million marketing campaign. They don't need to be. Here's why.

PERSONALITY

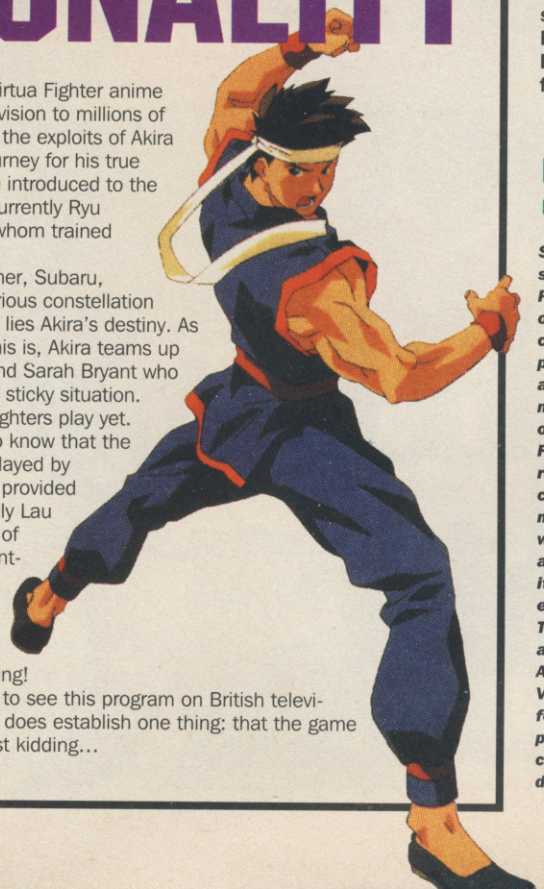
Early October saw the launch of the Virtua Fighter anime series in Japan. The show airs on television to millions of Tokyo homes every week, and follows the exploits of Akira as he undertakes a soul-searching journey for his true self. At least three new characters are introduced to the Virtua universe through this series – currently Ryu Kaorun, Yan Waymin, and Eva; all of whom trained with Akira in his days as a student.

The story follows that Akira's grandfather, Subaru, draws the hero's attention to a mysterious constellation comprising of eight stars. Within them lies Akira's destiny. As he sets out to discover exactly what this is, Akira teams up with Pai Chan, and eventually Jacky and Sarah Bryant who arrive just in time to get them out of a sticky situation.

It's not certain which roles the other fighters play yet.

For fans of the coin-op, it's exciting to know that the voice of Akira in the anime series is played by Shinichiro Miki – the same actor who provided the speech for the coin-op. Additionally Lau Chan is brought to life with the talent of Shigeru Chiba, who's vocals are instantly recognisable to most young Japanese. One other small but significant feature of VF Anime is the fact that we get to see Kage Maru's face. Some people get excited about anything!

Though we may never get the chance to see this program on British television, Virtua Fighter: The Anime Series does establish one thing: that the game is already legendary. Tekken who? Just kidding...



GLOBAL GAMING

Next year Sega launches the Internet Reaction System for Saturn. Yes, as of 1996, the 32-bit console goes online with a package designed to introduce gamers to a whole new experience. Currently the Internet is something of an exclusive club for people with money to invest in a PC, along with the patience to get everything installed. The Reaction System is a module which slots into the Saturn, and immediately puts gamers in touch with a service that is hoped to include product information and shopping opportunities. Eventually Sega intend to support IRS with a keyboard.

Very soon you could be picking up a joypad to challenge somebody in Japan to a best two-out-of-three on Virtua Fighter 2, or even racing head to head on Sega Rally! Beyond that it's anybody's guess what Sega have planned for IRS – the concept already surpasses all expectations.

STYLE

Sony are literally making a big song and dance about their PlayStation room in the Ministry of Sound, at the moment. It's a cool concept, but Sega's high-profile R&D team AM2 recently achieved something many times more impressive. For the launch of their new combat game Fighting Vipers (see JAMMA report,) AM2 targeted a place called Roppongi – THE entertainment centre of Tokyo. Here is where all the major night clubs are found, in particular "Bar, Isn't it?," which is where AM2 held this event called 'Gamer's Night.' The evening kicked off at 12:00 am. As techno churned the air AM2 demonstrated Fighting Vipers, which proved itself perfectly suited to the club atmosphere. AM2's flashy techniques combined with the game's bright appeal sent everybody in attendance crazy! Or maybe it was just the orange juice.

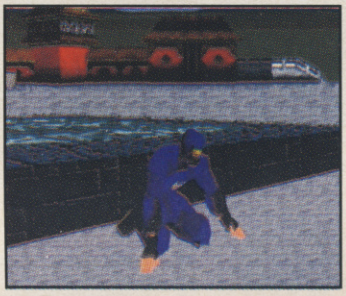
VISION

With so much talk of multi-media machines at the moment, probably the least expected contribution is from Sega. Yet their Video CD Card for Saturn goes on sale in October giving owners access to the vast library of Philips Video CD films. It's pricey at £169.99, but is a cool option for those who can afford it.

Proof as much as you'll ever need that Saturn really delivers is laid out for you here, as CVG takes the lid off Sega's box of delights for 1995 and beyond. Start making that wants list now, because some of these games are what dreams are made of!

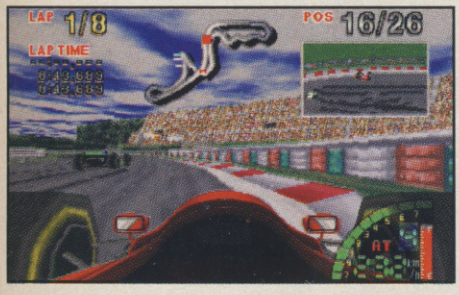
GAMES! GAMES! GAMES!

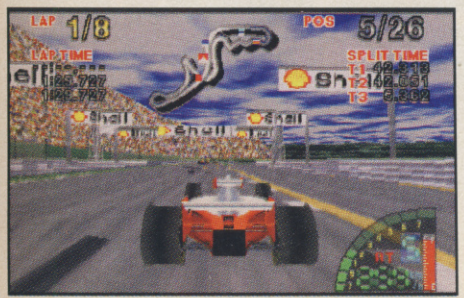
VIRTUA FIGHTER 2



A 40-50% complete version of Virtua Fighter 2 made its world debut to the public at the Autumn ECTS. We are practically guaranteed an arcade perfect conversion of VF2 this Christmas judging from the performances of Jeffry versus Wolf, and Kage versus Leon. Seeing is believing, so take a gander at these screen-shots, and imagine them moving at 60 frames per second – with absolutely no glitches!

Dedicated Virtua Fighter fans in the UK should also be interested to learn that Sega are putting out Virtua Fighter Remix as a limited edition, packaged with a disc of cool VF rendered art





F1

Ever dreamed of owning an arcade perfect version of Super Monaco GP? Well F1 is better – we kid you not. A helicopter's eye view of the action displayed in a tiny window at the top of the screen, while players get to grips with the car below. In Japan the game features commentary from a leading sports celebrity. Though the European code doesn't include this, Sega are updating the music to make it really kicking. Both versions allow players to race as Damon Hill, Michael Schumacher, or whoever because the game carries the official Grand Prix license.

KONAMI

INTERNATIONAL SUPERSTAR SOCCER DELUXE

©1995 KONAMI ALL RIGHTS RESERVED.

You need BALLS to play this game...

The sequel to the "best ever" soccer game is about to hit the pitch. **ISS - Deluxe** is heading your way and when it arrives it'll kick every other footie game into touch. With realistic sprites making 36 teams of recognisable celebrity players, increased CPU intelligence, over 40 brand new features and an incredible four way play option - the question is to you have the (foot)balls to play?

New teams, new players, new stadiums, new strategies and new techniques - we've even got some new balls! The future of 16bit soccer is coming.

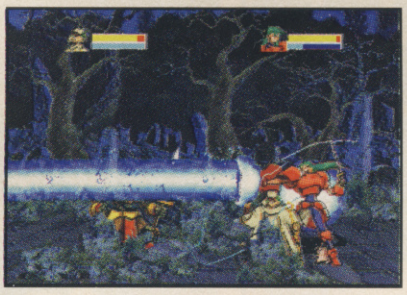
It's Outstanding!

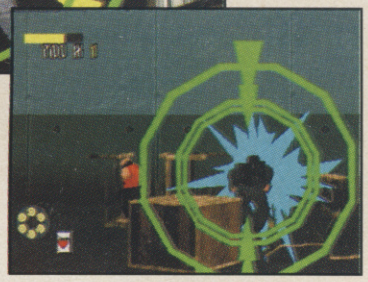
Release Date: 17th November 1995 SUPER NINTENDO ENTERTAINMENT SYSTEM

connected

GUARDIAN HEROES

Treasure are back again with yet another genius work, boasting two incredible modes of play. The basic game is a two-player hack 'em up, in which it's possible to leap in and out of the screen to do battle across three planes of action. Anyone familiar with Fatal Fury Special should be able to get their head around this concept. Those who aren't... well, tough – it's hard to describe. What's easier to understand is that GH is basically a scrolling beat 'em up, in which both players practice Street Fighter II style techniques against hordes of fantastic enemies. The other mode of play allows six players to face off against each other, in a brawl the scale of which could only have been attempted by Treasure! In both instances, the entire screen scales in and out from the action to accommodate the movement of all concerned. Plus the quality of art and animation is phenomenal!

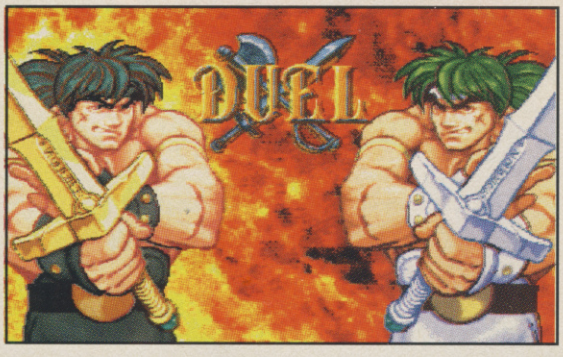




(Above) By the size of that cross-hair, you're unlikely to miss really! (Right) A blue flash shows he's been shot by player one.

VIRTUA COP

Another faithful coin-op conversion from AM2. What more can we say, apart from the Saturn version includes Virtua Cops Rayge and Smarty going through pretty much exactly the same motions as they did on Sega's arcade Model 2 board. We know that AM2 are developing VC2 for the arcade at the same time, and are learning new ways to port over the original as they progress. Apparently this means Saturn VC is to gain unique features!



GOLDEN AXE

Direct from Sega of Japan's arcade division is an exact translation of Golden Axe: Duel. This is possible because Saturn hardware is identical to Titan's ST-V board – minus extra memory, and an upgraded sound chip (the Saturn's CD-Rom drive makes up for this.) Obviously it's a two-player combat game which revitalises the Golden Axe theme. Seems okay too.

WING ARMS

Sits you in the cockpit of a World War II fighter plane, of which there is a choice of eight. Three viewpoints are available for missions taking place over desert, sea, and night-time city. It's quite different to the Wing War coin-op, not least in looks due to the extensive texture mapping. Sega have also geared the gameplay so it's more suited to home use, with Mission Objectives to meet.

SEGA RALLY

Conversion of AM3's arcade stunner is being ably handled by the same team who squeezed Virtua Racing into the Mega Drive and 32X. More than ever their talents are being brought to the fore as Rally takes form. CVG were visiting Sega Europe the day a 75% version arrived; complete with all the cars, all the circuits, the helicopter, doves on the track – everything! Also, and you read it here first, a TWO-PLAYER OPTION; almost certain to make use of the link-up extension (nobody could get it working!) Fired-up solo players also have a Time Attack mode to contend with. Is awesome!

HANG ON '95

Like F1 it seems we're not expected to be impressed with Hang On '95 the same way as we are Daytona USA, or Sega rally. But CVG can't help it – we're impressed. And greatly so! The only problem we find so far with the early version is that the control is pretty severe. Otherwise the visuals are okay. In fact the overall presentation of the game is perfectly fine too. Bear in mind Hang On is part of Sega Japan's historical catalogue; along with Shinobi, and Golden Axe. We doubt they would allow the reputation of Hang On '95 to drift out of control. It's expected that at least seven circuits will appear in the final version, plus time attacks, and a full-on Grand Prix mode.

HOT MEGA DRIVE 32X

Seems people are too keen to forget their Mega Drive. Fools! There's still a few cool reasons to stand by your 16-bit. Light Crusader, and Comix Zone - both of which you know about - plus the following.

32X KOLIBRI

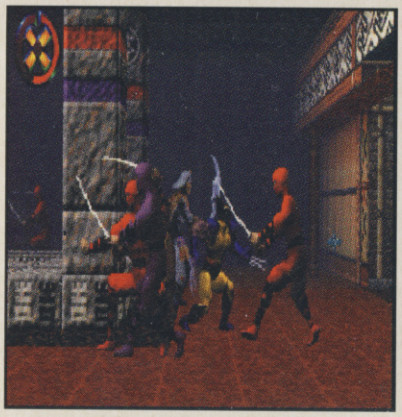
Innovative and beautiful with it. Kolibri is as refreshing as Ecco in that it intends to make players feel like they are a humming bird. At least that's the spiel Sega are handing out! True enough, Kolibri looks very realistic and the gameplay is refreshing for a shoot 'em up. The enemies, all taken from nature, are detailed and to scale. There's even some vaguely interesting puzzles to solve. Best of all players have complete freedom to explore the graphically stunning levels – meaning they don't just whiz by and get forgotten.

MEGA DRIVE PREMIER MANAGER

Gremlin have skilfully compressed their hit PC title for a new audience. There's no doubting this sim's quality: 1500 players, each a bonafide individual, await to be 'managed' as best as possible. The challenge is in finding success among the necessary transfers, and big time promotions. Anyone who fancies the challenge of rising from the position of 4th Division Chairman to Premier League Manager can't go wrong. This is a proven classic.

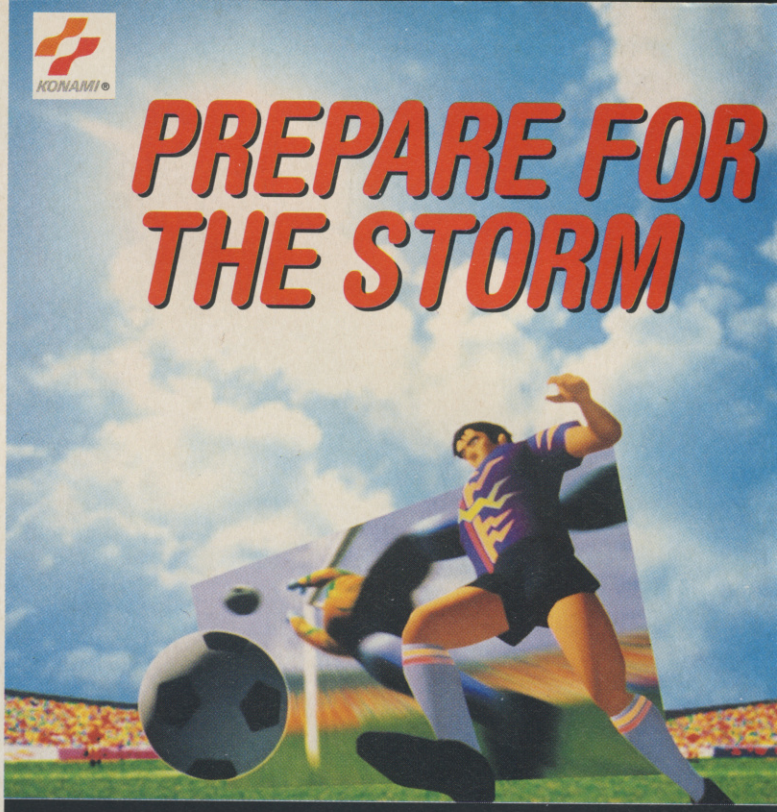
32X X-MEN

Looks cool, don't you think. Well it does considering this is the 32X – not 3DO, PlayStation, or even Saturn. X-Men is programmed by Scavenger, the same people who brought you Subterrania and Red Zone. As you can see, this is way different to any of those. So far the only version we've seen is a non-interactive demo, but a 3D beat 'em up starring Wolverine and the rest is a promising concept.



KONAMI®

PREPARE FOR THE STORM



A storm is coming to the "PlayStation"... a GOAL STORM!... as Konami makes its first foray into the 32bit sports arena. From beautifully sculptured polygon characters animated by the latest motion capture technology through to ear bursting commentary and sound effects the attention to detail is obvious. We've included all the features you'd expect from a top notch soccer title including fully selectable team formations, programmable tactics, viewpoints, leagues and every real soccer skill imaginable.

GOAL STORM™

kicks off early November.

© 1995 Konami. All Rights Reserved. PlayStation and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

PlayStation

PLAYSTATION
SHOOT-'EM-UP
GREMLIN
£UNCONFIRMED
OUT DECEMBER
1-4 PLAYERS
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

LOADED

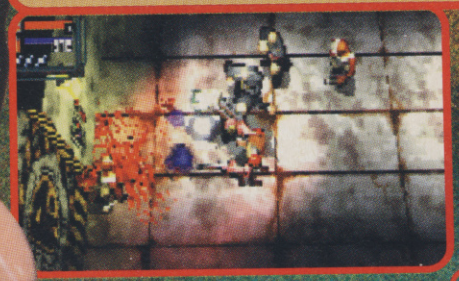
They wanna be free to do what they wanna do – they wanna kill people.

Whichever way you look at it, prison isn't a good place to be. The Sun reckons that prisons are like Butlin's holiday camps – and if that's what prison's like you're reading the writing of a straight-and-narrow clean-nose. Butlin's are known for enforcing a strict regime of early morning 'entertainment' led by those nefarious warders The Redcoats, fearsome 'traditional' British food (soggy Yorkshire puddings with gristly sausages) and confinement in cramped and basic "chalet" cells. And that's just for the model prisoners. Sorry – campers. Heaven help you if they don't like your face. You're singled out for ritual humiliation during hilarious family events, usually resulting with you being thrown in the icy pool, dragged up in front of the other inmates for a Cuddly Granny or Wobbly Fat Legs contest or shot in the stomach with a harpoon.

No wonder the six main player-characters in Loaded are so eager to get out. And you're just the type to help them (so long as you're 18 or over).

FOUR MEN WENT TO MOW DOWN

There isn't a game in existence which is worsened by the participation of more than one player. Except Ace Combat. But Loaded isn't Ace Combat, and as a result the two-player mode which appears improves the gameplay no end. To avoid that tricky edge-of-screen-going-in-opposite-directions trauma which is common in this type of game, the game camera has been configured to scale outwards as the players get further apart. This is especially useful if you've got a multi-tap and FOUR players on-screen. And it's up to you whether you're friendly to each other or not.



PAINTING WITH NASTY

If you're a bit of a comics fan-type hording a collection of superhero tales in plastic bags foolishly awaiting the day that they're worth thousands of pounds you might recognise the style in which the Loaded character portraits are painted. That's because they're by Jay Sharples, famous gritty grimy Judge Dredd artist and comics brain behind the visual theme of the Judge Dredd movie. Jay worked from 12 original Gremlin character sketches and developed the personality and look of the protagonists from his own mind. Which is why they look scary.

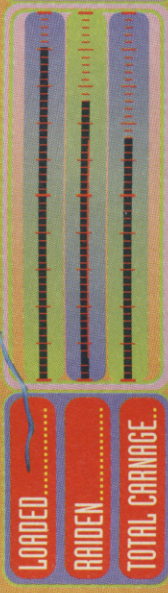
VERDICT

SNES

Alright, so at its heart Loaded is a 16-bit game. but then, there aren't many examples of this genre on the old consoles, let alone the new improved super ones. And the graphics are very 32-bit indeed, displaying a great use of shading and lighting (especially the dazzling muzzle flashes of a powered-up gun). Basically, Loaded is violent death a-go-go and definitely deserves its fogey-level rating. It's fast paced, stuffed to the pancreas with action and rock hard too. If you're into shoot-'em-ups in the tiniest of ways you really ought to buy Loaded – especially if you've got some like-minded mates.

RAD

SCORES



GRAPHICS 92
Dark, Gothic, with a subtle use of shade and colour.

ANIMATION 93
The sprites are diddy, but move convincingly.

MUSIC 91
It fits the tone perfectly. Rather scary in fact.

SOUND EFFECTS 94
Variety and volume of death noises is staggering.

GAMEPLAY 92
Simple, yes, but ace fun. Destroy! Ahahahaa!

VALUE 93
Very tough, multi-player mode extends longevity.

OVERALL
One of the best blasters we've played for some time. A great tension-reliever and all round bonzer thrash.

92

3DO

SHOOT-'EM-UP

ELECTRONIC ARTS

£44.99

OUT NOW

ONE PLAYER

NO OTHER VERSIONS PLANNED

PC VERSION AVAILABLE

SPACE HULK

The Games Workshop saga comes to life on 3DO, it's your job to find the alien scum on the Space Hulk and let them have it...

The one thing that Space Hulk is not short on is plot, no doubt because it's the licence from those adventure boardgames-heads Games Workshop; that place in your local shopping mall where all the trainspotters go when BR are having a one-day strike. If the term 'game' tied with 'adventure' makes you think of dulldom on a particularly dull day, don't despair because ultimately this is an arcade shooter that even makes Doom look tame.

Essentially Space Hulk is a Doom clone and then some. The Hulk in question is a space ship that is hurtling out of control towards Imperial Planet Devlar III. And it's bad news for the Devlars since it's packed to the rafters with deadly Genestealers (monster thangs), and it's up to you as one of a team of Space Marine Terminators to stop them on their infestation mission.

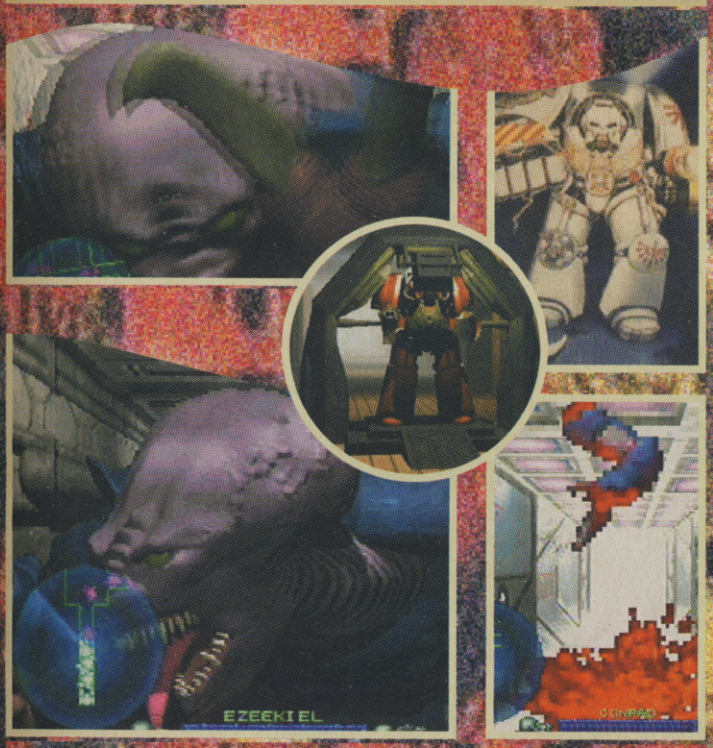
As a marine you are encased in armour, though if you encounter any Marines not in armour then chances are that they are under the evil auspices of Chaos and are traitors to the Empire, so splatter their blood all over the shop pronto. To help you in your goal, you can start off on the Training Missions which vary to the Campaign proper because in Training you have command over your fellow Terminators, and the mission briefings are far more specific. It's in the Training, Classic and Famous Missions that you can become au fait with combat readying yourself for the main campaign.

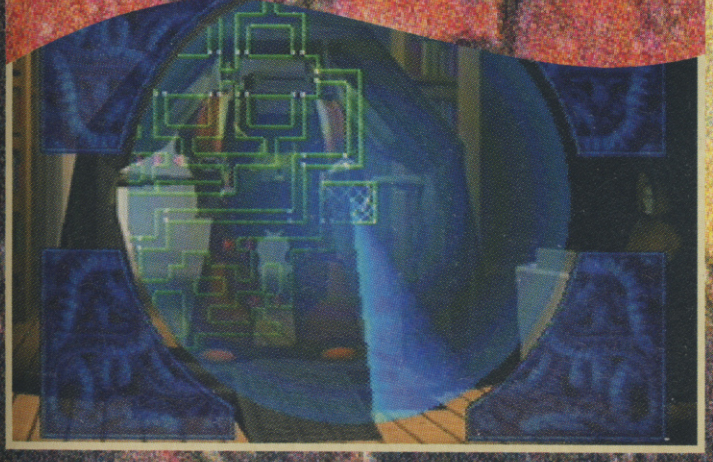
OI, WHO'S NICKED ME 501S?

...probably one of the evil mothers who are out for your blood in Space Hulk who go by the name of Genestealers. Not too hot in the looks department, unless you're into lizardy-reptilian looks because that's what they resemble when they come hurtling at you. They have six limbs, two hooved feet, a pair of quasi-human arms and a pair of much larger more muscled arms, which are invariably used to rip you to shreds. Also watch out for Hybrids who while not quite as gruesome or ferocious, are nonetheless quite bulbous and far more cunning.

SPACE HULK II COMING TO A PC NEAR YOU

The original Space Hulk on PC probably looks somewhat dated now as it was basically more strategy-based than anything else and didn't really have the freedom of movement that you have in 3DO Space Hulk. This will not be the case with Space Hulk II on PC CD though, which is planned to be released in January of next year, as it's based on the 3DO game.





VERDICT

3DO

No doubt all 3DO owners out there are awaiting Doom to arrive on their Interactive Multiplayers, but as I seem to have played the aforementioned on just about every format (including a quick bash on the forthcoming PlayStaion) I'm quite ready for something a bit different. And that's certainly what Space Hulk is, the number of missions is phenomenal, and it's not the sort of game that you can just plough straight in to as there's a lot of tactics and skill to be accrued in the training and classic missions before going on the final missions. The detail of the aliens and the superb souind atmosphere really show you what the 3DO can do, they're excellent and this is a more than worthy 3DO game.

GARY LORD

WHAT'S HAPPENING

Your stats screen will tell you what's happening, and basically to your left and right are the weapons that you currently have; also how much Freeze time you have (a kind of limited pause-and-think mode). How much of a battering you're taking will appear in the bottom right of the screen, which will deplete if attacked with Bolter shells but will be revived if you manage to keep out of harm's way. Keep an eye also on the Experience bar as those Terminators with more experience are naturally better fighters, especially in close combat.

SCORES

GRAPHICS 93
'Tremendous' is the word that springs to mind, as well as 'bloody'.

ANIMATION 92
The aliens move super fast and the FMV is pretty slick too.

MUSIC 80
Makes the most out of the 3DO's audio capabilities.

SOUND EFFECTS 85
Brian Blessed sound alikey shouting lots basically.

GAMEPLAY 83
Enjoyable, playable but lacking that certain hook.

VALUE 80
Probably the best buy out of all the Doom-style games on 3DO.

OVERALL
A very in-depth game with a vast array of missions that will keep any 3DO owner transfixed to the screen and ready at the fire button.

85

Don't expect such an easy victory with ISS Deluxe – it's way tougher than before!

SNES

SOCCER SIM

KONAMI

£54.99

OUT NOW

1-4 PLAYERS

NO OTHER VERSIONS PLANNED

NO OTHER VERSIONS AVAILABLE

When CVG lays 90%+ on a game, you know it's special. Now a deluxe version of something so amazing is sure to have fans on tip-toes, clenching teeth in anticipation of the final score. Rating follow-up titles to existing classics always presents problems. What we're setting out to discover with ISS Deluxe is just how much the game improves over the original to warrant buying all over again.

The volume of new or improved features in ISS Deluxe is phenomenal. Extensive play-testing and research into what made the original so popular has placed Deluxe in the position to take the Premier League once more. Alongside the 'arcade' feel which contributed to making ISS such a rush, there are now enough custom options to keep any statistics engineer happy for months.

Enough of the pre-match chatter, already! Time now to find out why International Superstar Soccer is guaranteed the highest attendance this season.

All-new animations make ISS2 amazing!

INTERNATIONAL SUPERSTAR SOCCER DELUXE

Konami scorched down the road to glory with International Super Star Soccer. Now they're hoofing this stunning sequel right in your face!

Presentation in Deluxe is superb, right down to details such as this video screen. Same coin-toss animation as before mind!

ISS A FAIR COP

Let's face it, we were allowed to get away with murder in the original ISS! For an important match we thought nothing of sticking the boot in to secure a place in the final. So what if a player got sent off, he'd be back again to play the next time around. Not any more! Having revised their football lore somewhat, Konami have decided to include suspensions in to the proceedings. Disgrace your team in one match by receiving a red card, and watch to your dismay as your star player is suspended – yes SUSPENDED – from the following match! Well, guess we deserve it really. Ho hum.

FANTISSY LEAGUE FOOTBALL

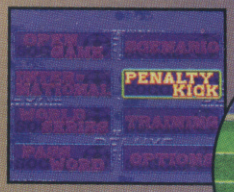
The fun starts here! Best of all about ISS Deluxe is the facility to completely edit your own team. This means player attributes, number and colour of kit plus all their names. Once you're happy with that, there's a chance to construct your own competition from the fully editable mini-leagues and tournaments available. There's room for six to eight teams to enter – your only restriction is the number of mates you have around to play. However with this game in the house, we don't see that as being much of a problem really!

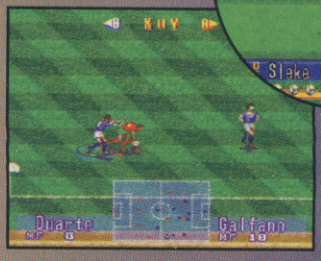
No excuses for crap corners and throw-ins now as you can nominate a suitable player!

ISS MY PASS

Over and above the general team tactics, highlighted intervals in the match proceedings – corners, free kicks, throw-ins – allow for the selection of a suitable individual to do the honours. So no more slapping of foreheads as Johnny Defender volunteers to take that crucial last minute corner!

You wouldn't have thought there were any ginger-haired players in Germany now would you?





Direct where that free kick is going to go (ie the back of the net).

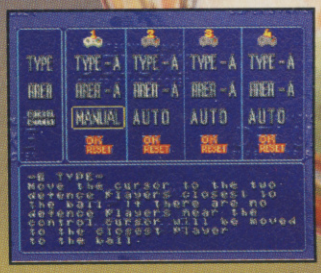
I THINK ISS MY COLLAR BONE

Three years ago Electronic Arts introduced injuries to their John Madden series of American Football games. Suddenly the game was transformed! CVG went wild! Getting players carried off became an integral part of any respectable match, and it looks like that the same will happen here. Yes ISS Deluxe takes note of anybody who is being a little hard done to, and sees them removed from the pitch for their own safety should pressure prove too much. Of course deliberately roughing people up is just asking for a red card, so watch it!

Caption caption caption caption caption caption caption caption caption caption caption caption

WHEN ISSAY JUMP

Players do absolutely anything you tell them to in ISS Deluxe – so long as it's football. Of course football is viewed by many as a beautiful art form(!), so the correct tools are required to bring the perfect plan together. In ISS Deluxe the players are arranged in any formation you wish. Don't worry if your positioning is unorthodox; if it works, use it! Inside of that it's possible to tailor individual players' attributes. You can even piece together defence or offence-only squads! On top of all this there are players whose contributions to set plays can be toggled on or off too. This way the best players are always kept where you need them, leaving the most reliable team units to build up the strategy. Total footy purists will also appreciate that playing somebody out of position affects their performance too.



You may think that this caption is all over... well it is now.

There's a whole load of new options and shots that you'll have to try and perfect.

The graphics look a lot more polished and the game has a faster pace to it too.

CRS ISS

In 1993 Konami pioneered something called the 'Crowd Response System' for their sports games. In Japan some of the biggest names in sports commentary lend their distinguished oratory to add realism to Konami's products. Powerful Pro Baseball uses this, as does the original ISS – aka Perfect Eleven – in Japan. CRS reflects the action on field so that great shots are praised and foul play condemned by the guest commentator. Likewise the noise level of the crowd is in tune with the drama of a big game. Though the original ISS sounded impressive, it didn't actually make use of CRS in Europe because it was considered too expensive on memory. Now, for the first time, players can experience the difference CRS makes! ISS Deluxe features double the number of voice samples, plus additional sound effects such as samba beats on drums, and chants from the stands. It's brilliant!

VERDICT

SNES

Those of you who already own the original ISS may not want to know this, but Deluxe is by far the better game. It's not as if it takes long to fathom this out either, as the benefits are obvious right from the beginning. The presentation is better, and the overall flow of the game is paced faster. Wait till you hear the CRS in all its glory! All the tactical extras are worthwhile, which means making the most of what's on offer is guaranteed to improve your game. Thankfully Konami have made the game tougher in one-player mode too. FIFA 95 on Mega Drive used to rule here at CVG. Now ISS Deluxe has come and blown that, and its successor, away! Go for it!

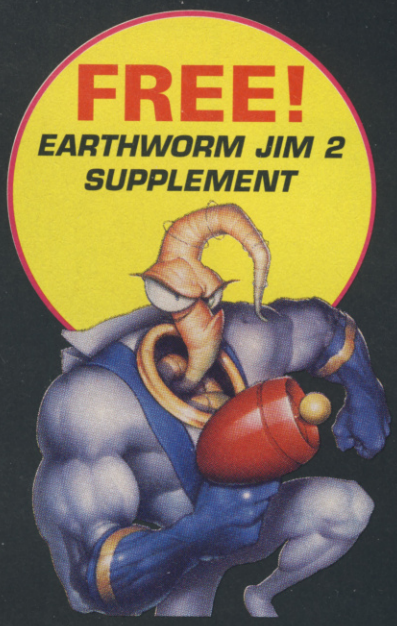
PAUL DAVIS

CVG HIT!

SCORES

GRAPHICS	89
ANIMATION	91
MUSIC	82
SOUND EFFECTS	93
GAMEPLAY	94
VALUE	92
OVERALL	93

MEAN MACHINES SEGA



ATTENTION GAMES MAGAZINE BUYERS!
THE LADS AND LASSIES AT MEAN MACHINES SEGA, THE NATION'S FAVOURITE SEGA MAGAZINE, HAVE NOW BEEN OFFICIALLY RECOGNISED BY SEGA AS 'REALLY JOLLY GOOD'. SIGN UP FROM NEXT ISSUE FOR OFFICIALLY ENDORSED JAPES, MALARKEY AND EXCLUSIVES. LOOK OUT FOR THEIR CANNY X-MEN ISSUE WHICH COMES WITH TWO FREE GIFTS.
TOP-HO! WHAT?

IF AN ADVERT IS WRONG, WHO PUTS IT RIGHT?

We do. The Advertising Standards Authority ensures advertisements meet with the strict Code of Advertising Practice.

So if you question an advertiser, they have to answer to us.

To find out more about the ASA, please write to Advertising Standards Authority, Department X, Brook House, Torrington Place, London WC1E 7HN.

ASA

This space is donated in the interests of high standards in advertisements.

THERE ARE 353,000 PEOPLE READING THIS MAGAZINE AND THEY ALL WANT NEW GENERATION TECHNOLOGY!

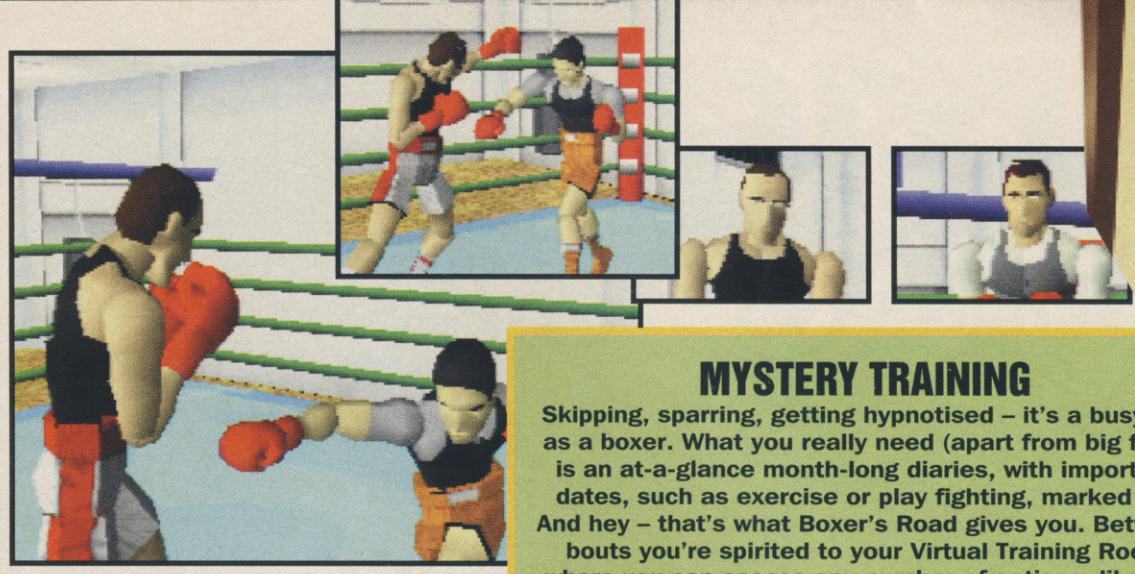
WOULD YOU LIKE THEM TO BUY YOUR PRODUCTS?

IF SO ☎
CHRIS PERERA ON 0171 972 6700

October 25 was a great day for music magazines.

Raw

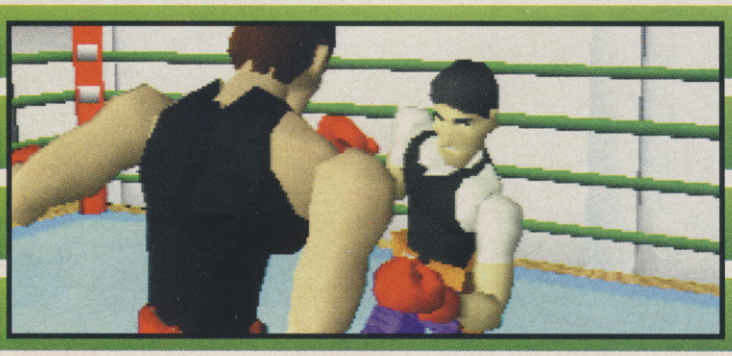
PLAYSTATION.....
BOXING [D'OH!]....
JVC.....
£60-80.....
OUT NOW [IMPORT]
ONE PLAYER.....
ENGLISH VERSION PLANNED.....
NO OTHER VERSIONS AVAILABLE.....



Doing the boxer beat!

MYSTERY TRAINING

Skipping, sparring, getting hypnotised – it's a busy life as a boxer. What you really need (apart from big fists) is an at-a-glance month-long diaries, with important dates, such as exercise or play fighting, marked on. And hey – that's what Boxer's Road gives you. Between bouts you're spirited to your Virtual Training Room where you can access any number of options, like the Schedule, which gives you the opportunity to plan your boxer's month of training. What training you'd like to do on what days and who you want to spar against are fully under your control.

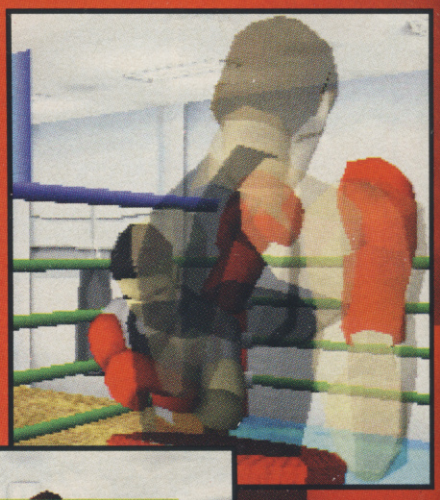


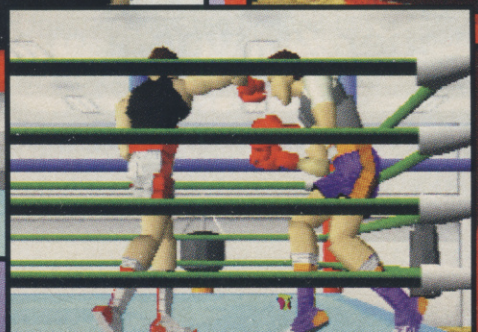
BOXER'S

Hiya kids, Burgess Meredith here. Now maybe you're not old enough to remember me in my early dramatic roles – hell, not even my own family can remember most of those. That's because I'm famous for being The Penguin in the Batman TV series, and going 'Quack, quack' all the time. Not that I'm bitter about the years wasted at drama school just for a part in a human cartoon. You scum. But anyway, the other thing I'm famous for, apart from my silly name, is being Sylvester Stallone's trainer in the Rocky movie. And boy is 'rocky' the right word for them.

As a result I came to know quite a bit about the noble art of Queensbury, and so those wacky funsters at CVG thought I'd be the perfect guy to introduce this Boxer's Road review.

What they don't realise is that I'm a serious ac-toor, and I'm just going to take the money and talk to all about the exciting possibilities a career in the theatre can open up for you, instead of sitting in your bedroom playing these silly computer games. Now ask your drama teacher... [Sorry Burgess, that's all we've got space for – CVG].





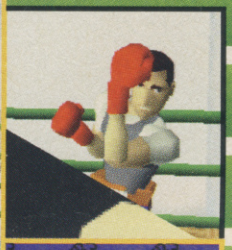
ROAD

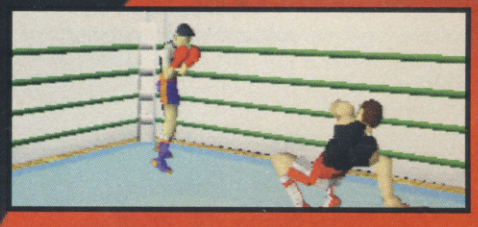
VERDICT

SNES

Boxer's Road seems like the first real attempt at a boxing simulator on console. There are more options, management sections and strategy elements than you'd believe. Sadly for us monolingual types, however, they're all in Japanese. As a result, whilst the boxing sections (when you get to them) are pretty smart, it's impossible to tell what you're actually doing. We'll definitely have to re-review this when we see the official (or American) version, because it should be excellent. But unless you've got an awful lot of patience or a degree in Japanese you should avoid the oriental import.

RAD





LIGHTS, CAMERA... PUNCHING

Polygons and camera angles, an almost inseparable pair in games these days. And given that Boxer's Road is a polygon-based game it's no surprise to discover that pressing the Select button cycles through a variety of different viewpoints. The most useful is the one looking through your translucent ghost boxer, but the best has to be the view from your opponent's eyes, allowing you to stare into the sinister glassy orbs of your own fighter.

SCORES

JVC BOXING..... SUPER PUNCHOUT..... BOXER'S ROAD.....

GRAPHICS..... 91
Huge sprites which look solid and realistic.

ANIMATION..... 90
Not altogether unconvincing, but a bit stiff-looking.

MUSIC..... 86
Not exactly Wipeout, but decent enough.

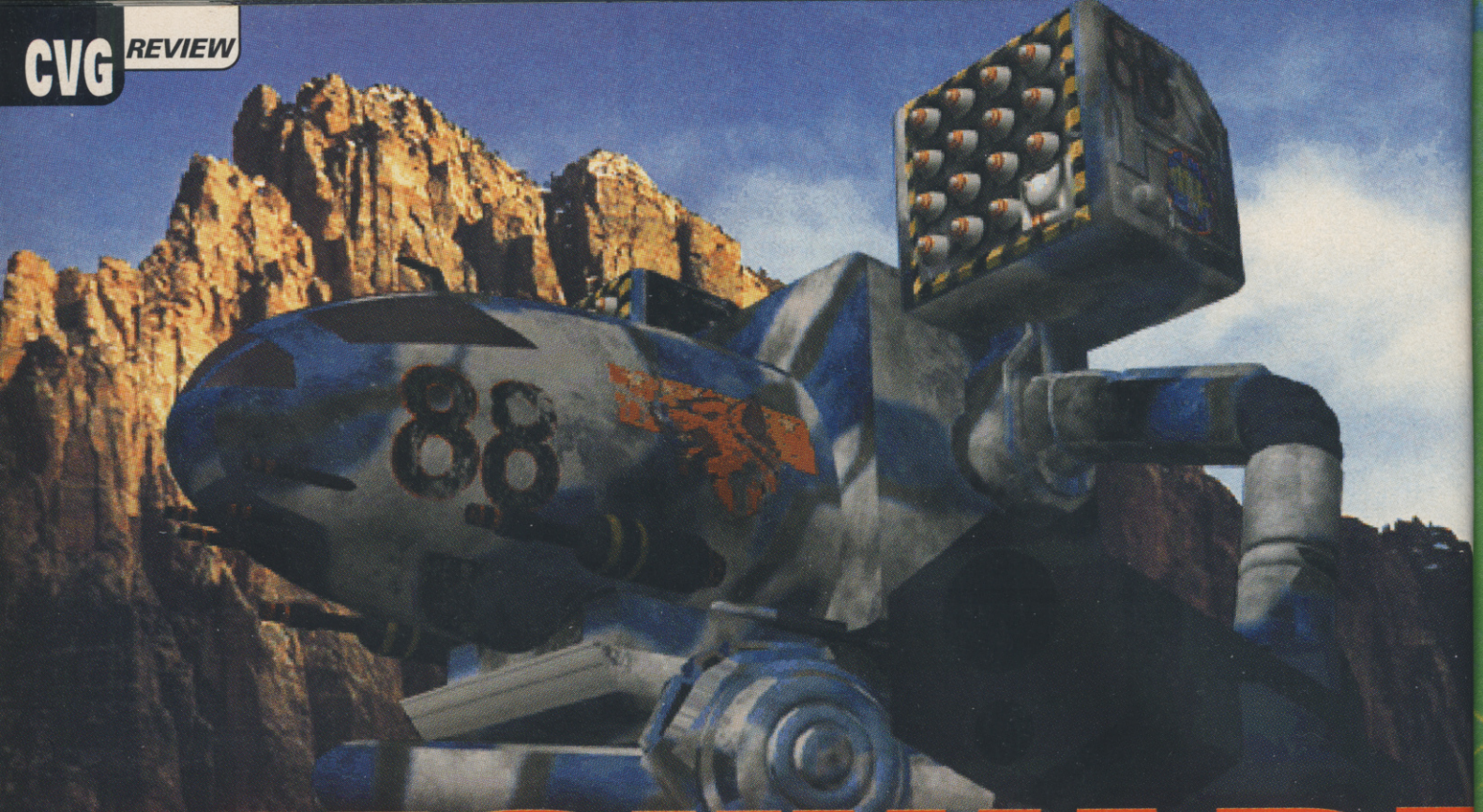
SOUND EFFECTS.. 88
Thump, biff, ding ding. Good quality but no variety.

GAMEPLAY..... 76
The boxing bits are good.

VALUE..... 65
You'll never get the most out of the import version.

OVERALL.....
A potentially stunning game rendered almost unplayable by heaps and heaps of Jap text. Wait for the official release and a re-review.

72



MECHWARR

PC CD-ROM
3D SHOOT-'EM-UP
ACTIVISION
£49.99
OUT NOW
TWO PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

Activision's robot blaster has been in development for years, and now it's finally here. But is it any good or just a load of scrap? Trust us to reveal all...

No, you're not dreaming - MechWarrior 2 really does exist. I know it's hard to believe - after all, fans of big battling robots have literally been waiting years for this game's release - but now, at long, long last, it's finally here, angrily stamping about, knocking over tables and shooting things. But what took Activision so long? I have a theory... You see, when a young lad begins his working life, it's customary for his new colleagues to make his first day a humiliating misery. Usually this aim is achieved by giving him 'impossible' tasks to achieve and then laughing at him when he can't do it.

For example, one might ask Mr Wet-Behind-The-Ears to go to the stores and get a can of 'stripey paint' (tee-hee!). Another wit might order him to fetch a left-handed screwdriver (hoot!). Then, of course, there's the telling him to ask a workmate for a 'long weight', whereupon the poor wretch is made to stand around looking like a lemon for an hour or so (a long wait - geddit? Grench!).

And it's my belief that this last fate befell the novice programmer of MechWarrior 2 - the problem being nobody remembered to tell him it was just a joke, and so he ended up spending months just idling about, kicking his heels and doing nothing. Still, it looks like the poor geezer spent all that thinking time wisely, because he's come up with one corker of a game. It just took forever!

MechWarrior 2's glossy intro sets the scene perfectly — take that, robo-scum!

A REAL CLAN FAN

MechWarrior 2 takes place in a brutal future where two rival 'warrior clans', Wolf and Jade Falcon, battle for galactic supremacy. This war has raged for centuries, and each side's fleet of battleships has been so severely devastated that 'conventional' space warfare is no longer viable.

So now combat takes place on every contested planet's rugged surface, with each side trundling to war inside BattleMechs. These giant man-o'-wars resemble the two-legged Scout Walkers from the Star Wars movies, but boast a far deadlier range of highly sophisticated weaponry.

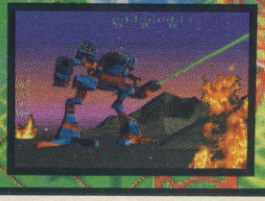
The game gives you the option of playing as a member of either Clan, and there's a different set of missions to tackle depending upon who you choose. These missions are all linked plot-wise, and your performance in them either culminates in you being proclaimed ruler of the Clan — or reviled as the cause of its downfall!

Can anyone work out how that big 'Mech squeezed through the tiny doorway?

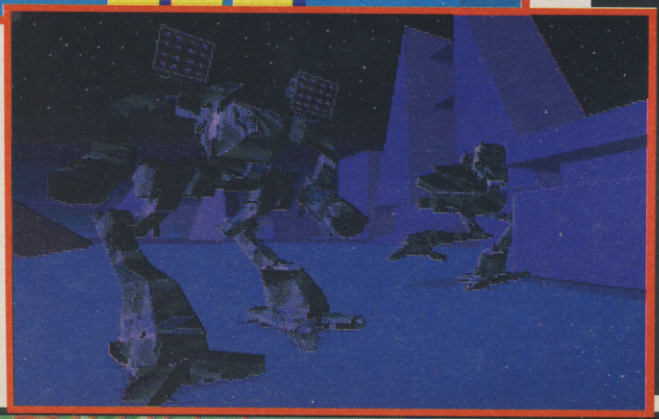
Take care: you'll need at least a Pentium to get MW2 looking anything like this good.

RIOR 2

Death to dental plaque! A 'Mech squirts mint-flavoured toothpaste at the approaching enemy droids.



You put your left leg in, your left leg out, in, out, in, out, you shake it all about, you do the robo-cokey... etc...

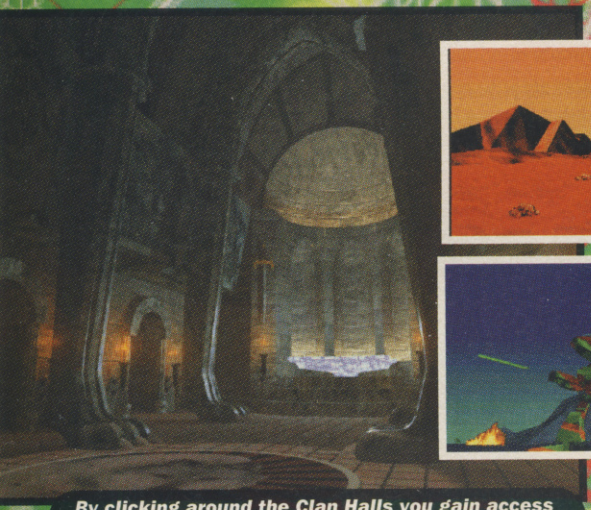


GUNS, KNEES & BOOMS-A-DAISY!

Although MechWarrior 2 is an out-and-out blast-fest, there is a small but important strategy element too. For a start, it takes a lot of firepower to destroy an enemy BattleMech outright, so often it's wiser to cripple a 'Mech by shooting its legs and then coming back later to finish it off at your leisure. Later on in the game further tactical complications are created by the introduction of 'wingmen'. As their commander, you can give your fellow MechWarriors a variety of orders which they will then attempt to carry out to the best of their abilities. Remember: be good to them and they'll be good to you.

FANCY A QUICKY?

Although MechWarrior 2 is most enjoyable when played in campaign form, there's also an option to take part in a one-off scrap. From the menu screen you select how many BattleMechs you want to fight against and their individual model types — and then off you go! It's possible to link up with a friend's PC via modem or network and fight head-to-head, which is great fun. In addition, Activision are promising a patch disk which will allow up to eight players to wage war over a network!



By clicking around the Clan Halls you gain access to the game's menu and option screens.

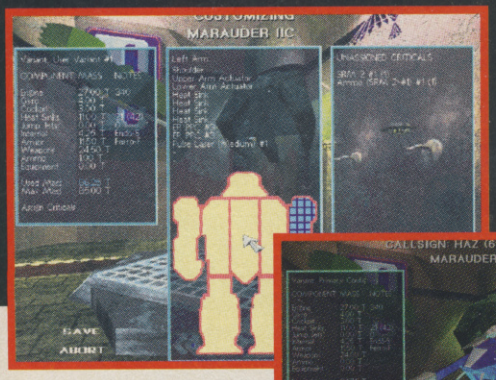
On a good PC MW2 looks terrific (inset), but on anything less than a 66MHz 486 the results are, er, less impressive (above).

I'VE BEEN MISSION YOU...

Each mission has its own set of objectives that have to accomplished, so it's important to select the right 'Mech and the right weaponry to get the job done.

There's a total of 15 BattleMechs in all, each of which has its own set of performance peculiarities. One, for example, may be fast but poorly armoured (and therefore great for scouting missions), while another may be slow but capable of carrying a huge arsenal of weaponry (and so excellent for those missions where you have to kill *everything*.

Before each mission you have the chance to kit out your BattleMech with whatever weaponry you see fit. The range of hardware on offer is truly awesome, going all the way from feeble, lighweight machinguns to massively destructive particl e beam weapons.



Sorry mate, looks like yer big end's gone. That's gonna cost ya...

Hmm, khaki... How fashionable...

Your mates have 'desert'ed you! Ho!

VERDICT

PC CD-ROM

After a long wait I thought MechWarrior 2 was bound to be disappointing — but Activision have proved me wrong. Perhaps the best thing about the game is that, once you get used to the naff-ish graphics, it really makes you feel as though you're riding in some giant walking death machine. The action is incredible – if you let your guard slip for even a fraction of a second then you'll be dead meat. The master stroke is the ability to play as either Clan, effectively giving you two games in one. Brilliant stuff.

GARY LORD

SCORES

MECH WARRIOR... EARTH SIEGE... IRON SOLDIER...

GRAPHICS..... 82
Good — but not quite as good as they could or should be.

ANIMATION..... 84
The impression of giant robots lumbering about is great.

MUSIC..... 78
Nothing too special, but it does its job well enough.

SOUND EFFECTS.. 88
The big booming explosions and radio chatter are tops.

GAMEPLAY..... 88
Lots of mech-melting fun and top-notch strategic thinking.

VALUE..... 89
The option to play as either Clan adds to the longevity.

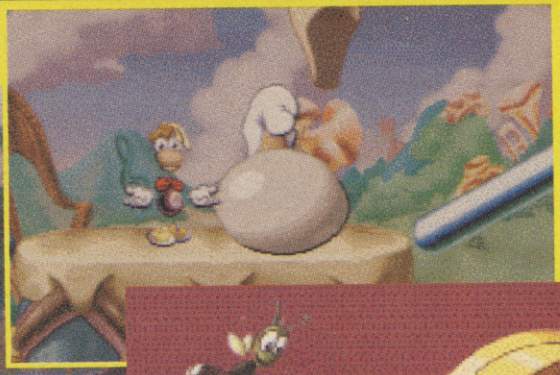
OVERALL.....
MechWarrior 2 has been well worth the wait — an excellent 3D blast-'em-up with brains under its bonnet.

90

MATCH

EVERYTHING YOU WANTED TO KNOW ABOUT FOOTBALLERS AND *MORE!*

PLAYSTATION
PLATFORM
UBI SOFT
£44.99
OUT NOW
ONE PLAYER
NO OTHER VERSIONS PLANNED
JAGUAR AND SATURN VERSIONS AVAILABLE



OK, he may look a bit like Dynamite Headdy, but hey, who needs original games characters these days?

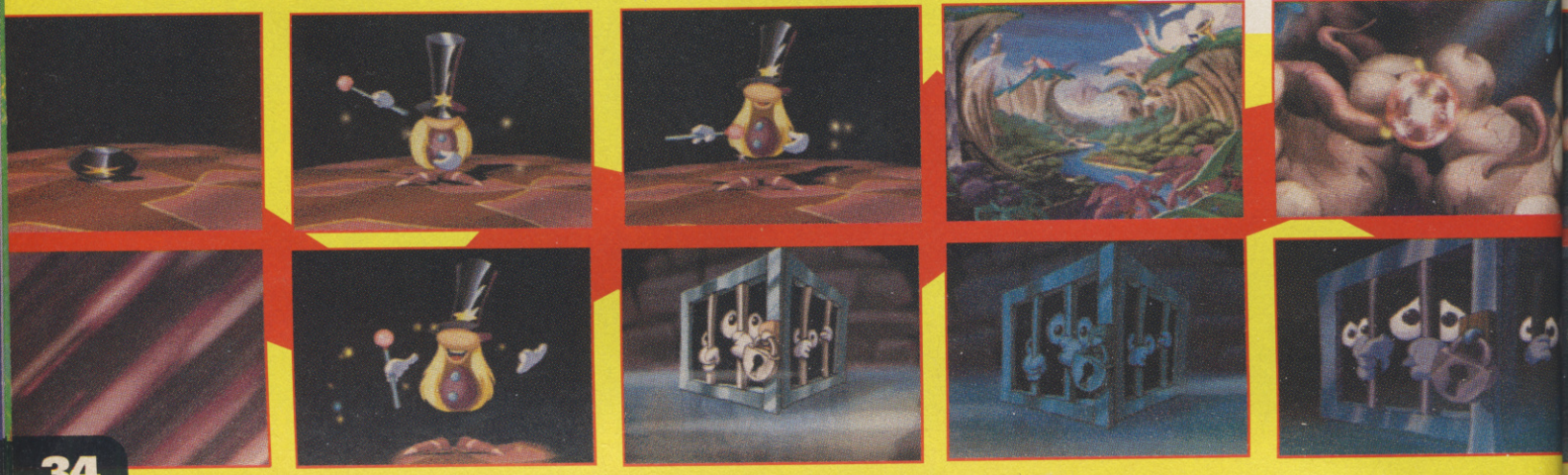
RAYMAN

Any 90s platform hero worth their silicon is equipped with multiple talents. So Ubi Soft now present one who is incapable of doing anything remotely special! Luckily Rayman is a quick learner...

If only because nobody else has thought of doing so, Ubi Soft's decision to debut with a cute platform game on PlayStation is a smart one. Rather than sink all their resources into something which makes people go 'wow' in the same way WipeOut or Toh Shin Den does, Rayman majors on quality and magnitude of gameplay. Plus Namco had just six months to conjure-up Ridge Racer; Ubi Soft have had Rayman in development for well over a year. Nintendo have near as damn it confirmed Ultra Mario Bros as one of the initial Ultra 64 releases, so Ubi Soft have every right to feel proud of such a great-loo[k] the concept.

Rayman himself, we are told, is co[mprised of] 124 different elements, which accounts for the super-slick animation of the character. Throughout the 70-level strong world which he travels, the little fell[ow] comes into contact with over 50 varieties of en[emy]. Okay Yoshi's Island has over 100, but who's cou[nting] when a game's as promising as this.

CVG is in the unique position of being able to com[pare] Saturn, Jaguar and PlayStation versions of Rayman this month. In a weird kind of couldn't-have-ma[de] better-if-we-tried kind of way, Rayman is as good a benchmark as any against which to compare th[e] machines. Comme ça?



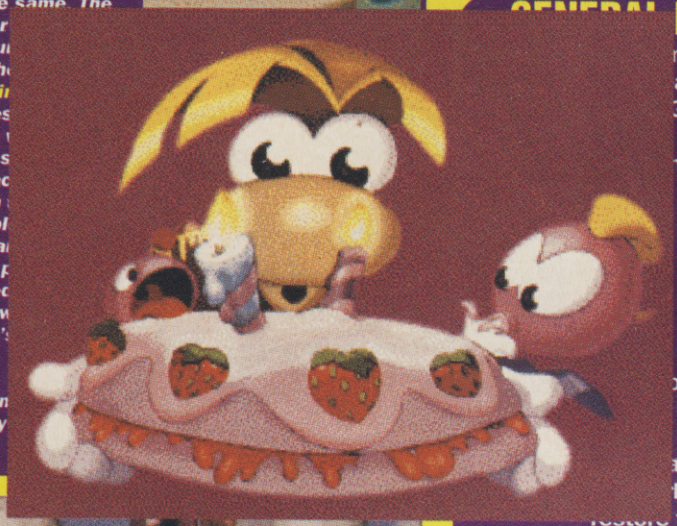
BETILLA THE FUN

With the aid of Betilla the fairy, Rayman soon learns more tricks, to please not only himself but the player keen on discovering all the secrets his game has to offer:

Telescopic Fists: *For his size, Rayman a has a reach greater than Frank Bruno! This has a lot to do with the fact that Rayman's fists aren't attached to his body in any way. Which is kind of eerie, but useful all the same. The longer his pu the sh*

Grippi Ledges *forms ously s of reac Rayman become available with his gripping hands. These doubl sort of life-saver should Rayma tally stumble off the edge of a*

Helicopter: *It's difficult to prec what's below when hurtling tow ground. This is where Rayman' 'hele-'do' comes in handy. Spinning his locks enables Rayman to slow his descent, in order to manoeuvre accurately*



Golden medallions allow Rayman to monitor how many Electoons he has found. Each has six spaces to fill, and only when all the medallions from the first five worlds are complete is Rayman given access to Dark's Candy Chateau!

VERDICT

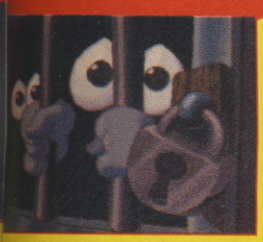
PLAYSTATION

Jaguar owners should maybe buy this game. Everyone else, forget it – unless you bought a 32-bit machine to play 16-bit games. Even then Rayman doesn't come close to Yoshi's Island. We have Clockwork Knight 2 on Saturn, and Jumping Flash (still) on PSX running at CVG, with a new 16-bit stunner – Super Mario RPG – on the way. Nobody here has any incentive to lead Rayman through 70 levels of seen-it-done-it and tricky sequences met by little reward. These are old ideas dressed in the emperor's new clothes.

PAUL DAVIES

ELECTOONS

...man's world is gov- ...at Protoon. Nobody ...Great Protoon looks ... evil Mr Dark takes it ...notices it's missing. This is because everybody in Rayman's world is an Electoon – a tiny creature used to gravitating around the Great ...otoon. Now Rayman has to reunite the Electoons with the ...t Protoon, kick Mr ...k up the ass, and ... the peace. Simple enough? Well the Electoons are all locked away in guarded cages. Add to that the fact that Rayman can't reach many of the cages until Betilla has granted him a certain ability. Each location hides six cages, and the only way to progress through to the final level is to find every one of them!



SCORES

JUMPING FLASH

CLOCKWORK 2

RAYMAN

GRAPHICS..... 85

Rayman is a veritable visual feast, though not very 3D.

ANIMATION..... 80

No 32-bit animated trickery, but sprites moves smoothly.

MUSIC..... 81

Superb on Saturn and PlayStation. Cool on Jaguar too.

SOUND EFFECTS.. 77

Ubi Soft liven things up with many humorous touches.

GAMEPLAY..... 70

A testing enough game, but ultimately 16-bit dulldom.

VALUE..... 74

Despite being predictable, Rayman is still a fair challenge.

OVERALL.....

It's a cutesy platform game, but unfortunately it's not one with a difference: just a jazzed up 16-bit title. Oh, but it is a very big game. For Jaguar owners only.

71

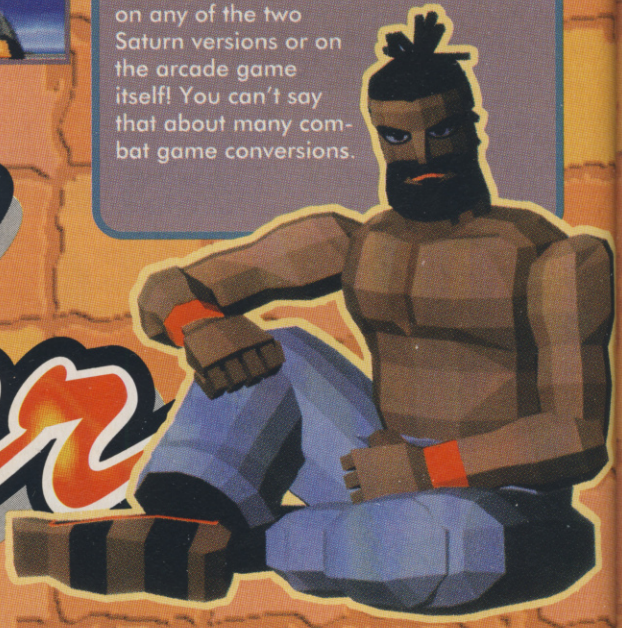
MEGA DRIVE 32X
FIGHTING
SEGA
£49.99
OUT NOW
1-2 PLAYERS
SATURN VERSIONS- PLANNED
WINDOWS '95 VERSION- AVAILABLE

CVG GOLD

Virtua Fighter

Video gaming occupies two extremes - there's 16-bit (pretty crappy by today's standards) and 32-bit (Saturn and PlayStation both being incredible). Lurking in between are the Jaguar and 32X, both machines uncertain as to which category they should occupy. However, judging by the quality of the games on offer, the systems would tend to be nearer to the crap end of the scale. Perhaps things might have been different for the Sega upgrade if Virtua Fighter on the 32X was available when the system was first launched. As you can see from the shots, there have been some sizable compromises in the graphics, but other than that, this incredible conversion includes everything else from the original coin-op AND even betters it in one or two regards.

All of the characters from the coin-op are in the game, and every move has made its way from arcade to 32X. That's a gargantuan 700 different moves to master and it must be said that even months after getting the Saturn version, EMAP's resident VF experts are still finding one or two more on the odd occasion. Remember: any tactic you work out on this 'baby' version of VF is 100% guaranteed to work on any of the two Saturn versions or on the arcade game itself! You can't say that about many combat game conversions.



32X Virtua Fighter is better than the Saturn version, in more ways than one. Impossible? Well that's what we thought!

VERDICT

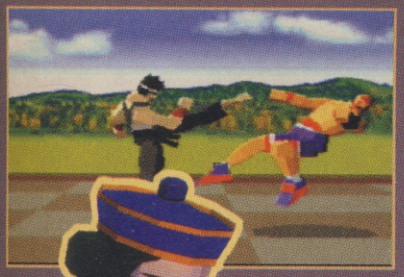
PLAYSTATION

Could this awesome game be the swan song for the Mega Drive 32X? Virtua Fighter successfully translates all of the important stuff (like the gameplay and the animation) on to the 32X and although the graphics aren't as good, they certainly do the job. With VF2 and Tekken about, this isn't likely to convert any one to 32X, but for owners of the system, it's a God-send.

PAUL DAVIES

AKIRA YUKI

There is no doubt that Akira is one of the most difficult characters to control. This situation is remedied somewhat with the 32X version, mainly due to the excellence of the Mega Drive six-button joypad. Akira is the most powerful close-quarters fighter, and has some stunning, super-energy draining special moves that incur huge damage when used as counter-strikes.



LAU CHAN

Pai's father has much the same range of irritating PPPK combos at his commands, and while he isn't as fast he has some astounding moves that result in multiple-hit strikes. Best of all is an unbelievable eight-hit combo! His throws only work at very close range, but when they do work, they inflict much damage. Overall, one of the most powerful fighters in the game.

SECOND OPINION

Virtua Fighter is an incredible two-player experience and that remains the case with the 32X game. In fact, the extra tournament modes make VF sessions an even more socially acceptable event. Considering the limitations of the hardware, 32X Virtua Fighter is stunning and should be purchased by any one who owns the machine – unless you want to put the money towards a new Saturn, where you get a superior version of the same game free.

OTHER VERSIONS

VIRTUA FIGHTER...

The story here's the same as with the Game Gear version. Obviously the graphics in the 16-bit versions are of a higher quality, but everything else small.

SATURN

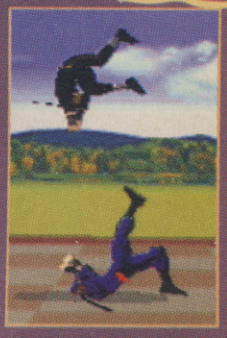
An excellent conversion of the Model One arcade original, although the European PAL version is a tad lacking in speed.

SATURN REMIX

Redresses the glitches of the first version and boasts textured characters. The PAL conversion is excellent. Apart [illegible]ege's foot.

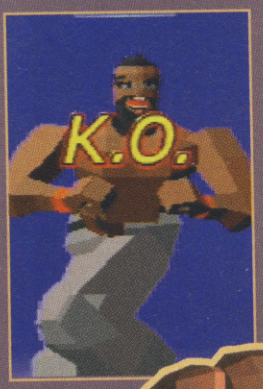
KAGE MAR

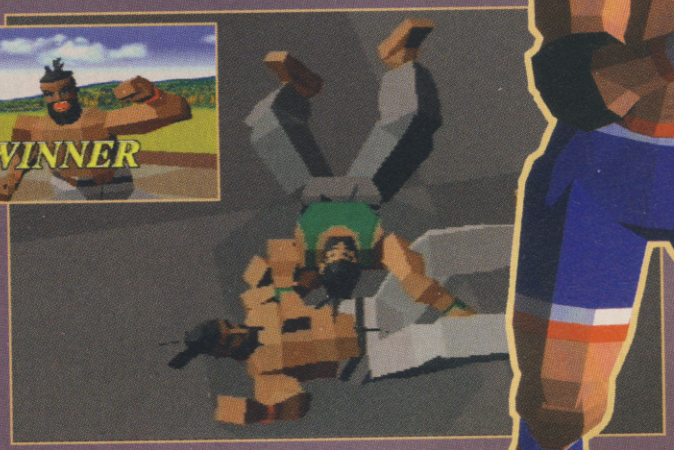
The ninja of Virtua Fighter has perhaps the sneakiest artificial intelligence of all computer players. He also has the most spectacular range of moves at his disposal. However, Kage's combos aren't that great, and his throws are neither powerful or easy to pull off. Although initially quite interesting to sad fops taken in by his good-looking moves, Kage is basically crap!



JEFFRY MCWILD

Any one who practises an ancient Roman fighting art called Pancratium is bound to be quite an interesting character! Although Jeffry is the slowest fighter in the game, he is by far the most powerful – with only Wolf rivalling his range of incredible throws. Along with Akira, Jeffry is the most difficult character to master in the game, but as experienced VF players will tell you, this has its own rewards...





FEET FIRST

It's only a small point but all PAL Virtua Fighter conversions so far have had some characters with their feet on backwards! It only occurs with one or two fighters in their victory poses, but it's clear that when AM2 were speeding up their motion capture for the slower PAL systems, something went amiss. Most prominent on Kage, the same fault is in 32X VF, the bundled Saturn VF and in Saturn VF Remix! Yes, it's that close to the Saturn version!!!

JACKY BRYANT

The perennial favourite of Virtua Fighter is in fact a lacking character who has the speed of Sarah, but not her range of devastating combination strikes. Japanese experts have had to be extremely cunning to get any sort of technical mastery out of this particular character. Still, he's better than Pai or Kage.

MEGA DRIVE 32X:
DEAD OR ALIVE?

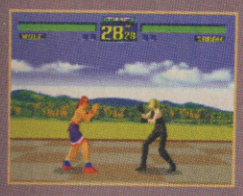
Originally put together by Sega of America, the Mega Drive 32X was designed to be a mini-Saturn which would be the only affordable 32-bit system on the market. History has shown that the machine is clearly lacking in the 3D area and offers little more than extra 2D capabilities to the standard Mega Drive. The lack of a truly incredible new game really let the system down when it was first released, with the parent Japanese company keeping all of the best Sega arcade titles for Saturn only. Things didn't improve with the likes of Cosmic Carnage, Motocross and the god-awful Motherbase – a trio of truly evil products that turned many off the 32X straight away.

Virtua Fighter on 32X shows that the machine is capable of producing some excellent software, but the lack of new games remains a problem. In fact, there are only four promising titles for 32X in the lead up to Christmas. Cheapness is in the 32X's favour, but more expensive 32-bit machines such as PlayStation and Saturn are certainly more powerful (like, try ten times more powerful: 32X does 50,000 polygons a second, Saturn 500,000 – that's Sega's stats too). While VF is a step in the right direction, it's clear that Sega's future is in Saturn. Virtua Fighter 2 on Saturn features full texture-mapping and 60 frames per second movement. You'll never see that on 32X. If it's gaming with a serious future you want, the extra monetary investment in a higher-specced 32-bit system will reap rewards in both the short and long terms.

PAI CHAN

In a word: irritating. Pai is the fastest character in the game by far and has a bewildering array of PPPK combos at her command that enable her to best most characters in a repetitive, boring fashion. Adding to the irritation factor are her counter-strike throws, which turn an opponent's punch or kick against them.

YET MORE NEW STUFF



To make up for compromises in the graphics, Sega of Japan have added various extras to keep players amused.

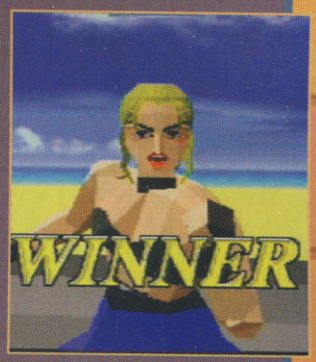
Included in the line-up are the tournament mode, plus the ability to change character colours as well as the option of replaying the entire bout!

Other intriguing extras include the 'squeeze' mode, which gives the characters the same proportions as the arcade fighters, but reduces their size. It's a very curious effect, and somehow they look that much better when squeezed.

SARAH BRYANT

A powerhouse of sheer aggression, Lau is the only character who is equipped to take Sarah Bryant down. All of Sarah's moves are keyed to attacking key points of the opponent's at differing heights, thus making her exceptionally difficult to defend against effectively.

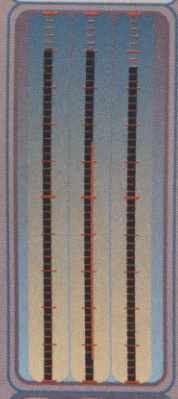
Probably the first character you'll finish the game with.



WOLF HAWKFIELD

Another of the large, but powerful brigade. Wolf seems a superior fighter to Jeffry on paper; with three super-damaging throws and a whole host of other, less powerful ones. His scooping punch and knee blast moves offer quite a lot of potential for combination attacks and you can even execute some of his moves while blocking.

SCORES



VF ON 32X	
VF ON SATURN	
VF ON ARCADE	

GRAPHICS 86
Stylish as ever, but much blockier than the original.

ANIMATION 95
Superb! We're flabbergasted by the quality of this feature.

MUSIC 80
Fair renditions of the so-so coin-op themes.

SOUND EFFECTS 95
Virtually identical to the originals. Slight reduction in clarity.

GAMEPLAY 94
The sort of game you play 'til the cows comes home.

VALUE 95
We've played Saturn VF for over a year and this plays as well.

OVERALL
Reason enough to buy a 32X with no regrets. A bargain opportunity to buy into the awesome VF phenomenon!

95

PLAYSTATION
SPORTS
ACCLAIM
£39.99
OUT NOW
TWO PLAYER
NO OTHER VERSIONS PLANNED
MEGA DRIVE, MEGA DRIVE 32X, SNES VERSIONS AVAILABLE

If your kitchen's ablaze then it's probably 'cos you left the chip pan on, if your basketball's on fire then it'll be because your playing NBM Jam on your new PlayStation...

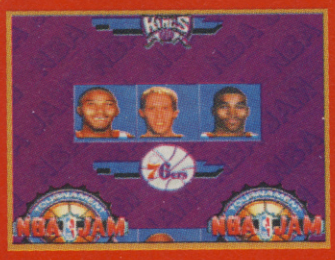
NBA JAM TOURNAMENT EDITION

Boomshakalaka. As I believe they say among the basketballing fraternity. Quite a lot in fact. And you will too once you jam your new PSX disc and start playing NBA JAM in a 32-bit stylee. Alright you may have played NBA in one of its lesser 16-bit guises, but that's by the by because this game was one whole lot of fun on Mega Drive and SNES, and things haven't changed on PlayStation.

What was so great about NBA when it came out was that it made the basketball seem sooo playable. Each game is basically a two-on-two challenge, and because the ball never really goes out of play the gameplay is kept at a constant pace. It's all about scoring as many baskets (goals to you and me) as possible and each match is divided up into four (each quarter lasts for three minutes) with you against one other player (or the CPU). However you can have four of you play if you've got a Sony Multi-Tap.

What's so spesh' about the Tournament Edition though is the inclusion of various 'Hot Spots' and 'Power Up' icons. It's these power-uppy additions which can have a devilish effect on your opponent, as you become a Jammin' and Shootin' maverick as you tread on an 'S' and your speed increases, or a 'T' will give a player unlimited turbo, whereas tread on an 'F' and you're set ablaze in a dunkin' mayhem of three point heaven.

Flamin' 'ell Leroy, I've heard of burnin' rubber, but this is ridiculous.



I PICK YOU, YOU AND YOU OH YEAH AND THE FAT KID WHO'S LEFT

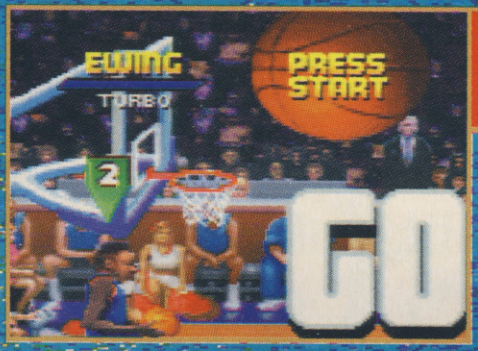
Last month when playing Winning Eleven it was tres difficult to know which team was best because it was all in foreign. But that's not the case with NBA JAM TE because it's all English, and each player's particular skillular attributes are listed underneath his digitised picture. So if his clutch rating is high it means that he's likely to come through when you need him the most, like at the end.

VERDICT

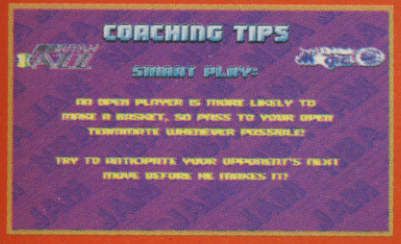
PLAYSTATION

What you notice immediately about the 32-bit version of NBA Jam TE is the huge Roswell Incident heads that adorn the players' bodies. This is not the only graphical accoutrement though, as true arcade-style scaling means that depending on where the player is on the court affects the size he appears on screen; plus there's a load of FMV for your entertainment. There's not a great deal more on offer in this version that can't be gleaned from the 16 bit machines. Sname really, I was hoping for a totally new NBA game; which is what I'd saved up my pennies for.

GARY LORD



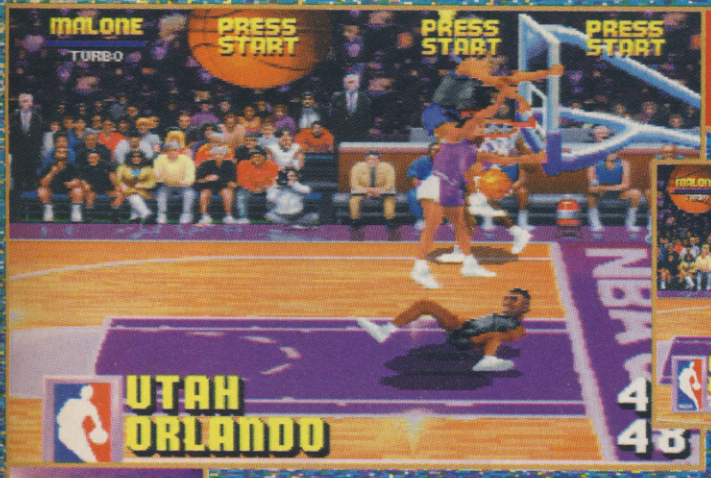
Isn't that big enough for ya, ya big palooka? GO, dammit! Goooo!



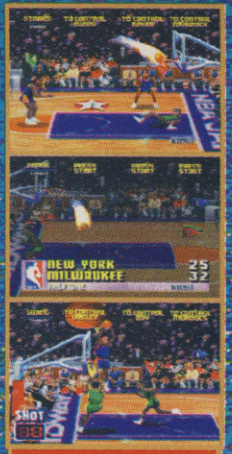
SO YOU'RE CRAP THEN

If you are then there's not a lot Acclaim can do about it, unless you're playing NBA Jam that is, because then you can watch out for these handy coaching tips. Which should help you beat your mate who's au fait with the game and when you say dunk doesn't drop his Rich Tea in his cuppa.

If your arms get tired, follow this chap's example and play with your tootsies.



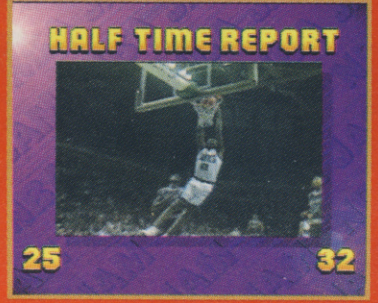
After this dunk, just watch out that you don't land on your opponent's knackers.



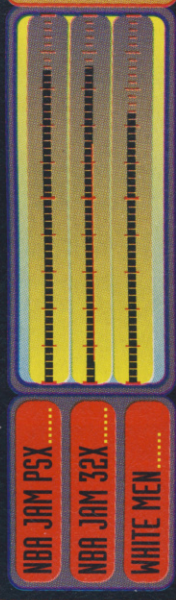
The best power-up has to be the bomb icon as this leaves all your compatriots on the floor.

YOU DON'T GET THAT ON A MEGA DRIVE, NOSIREE

Just so that you don't get bored in the interval or after the game you can have some authentic full motion video of your real life basketball counterpart chums doing some Boomshakalaking of their own.



SCORES



GRAPHICS 75
OK, so you've got a PlayStation, so you want some great 32-

ANIMATION 85
Some nice scaling and some pretty decent FMV footage.

MUSIC 81
Will keep you dunkin away.

SOUND EFFECTS 85
They're dead ace, and lots of good speech too.

GAMEPLAY 89
You can't fault its gameplay quotient, espesh multiplayer.

VALUE 78
Is it worth forking out the notes when there are better games?

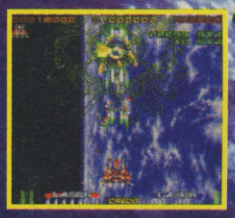
OVERALL
Not exactly Next Gen, but an old stalwart of the 16-bit sports game tradition. I'd hang on for a true 32-bit basketball game thank you very much.

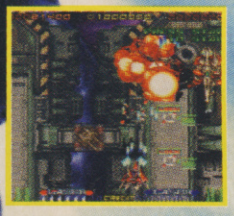
85

Step back in time, just like Kylie, with this ace new/old shooter...

LAYER SECTION

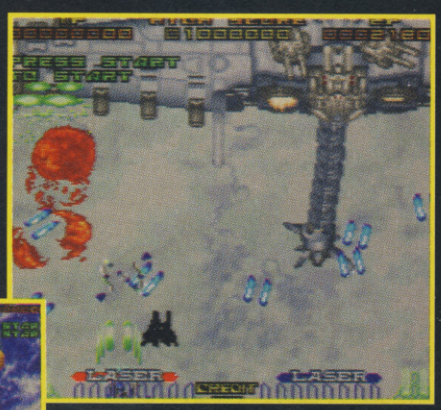
SATURN
SHOOT-'EM-UP
TAITO
£60-80
OUT ON IMPORT
1-2 PLAYERS
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE





Ah, hello there youngsters. Would you like to hear another of my stories from the old days? Well settle down in front of the radiator and I'll begin. Now then, what about a tale about interactive videogames? Yes, they weren't like you're used to, with your polygons-per-second and billion-mips-buffers, oh no. We had to make our own depth perspective in them days, with our imagination. And we had proper games, games you could give yourself blisters playing. And we didn't have special moves, nooo, we had Power-Ups, little icon things that used to float around the screen and you'd grab them and get a big laser or summat.

And, best of all, we had up-the-screen space shooting games, with none of this fancy first-person viewpoint rubbish. You had to manoeuvre a little spaceship around the screen, looking at it from above, and blast billions of little aliens with guns and their huge bosses. Eeh, them were t'days.



VERDICT

SATURN

It'd be easy to wax nostalgic about Layer Section and how They Don't Make Games Like This Anymore, but it's easier to praise it on its own merits. And as I'm lazy, that's what I'll do. For starters, it can't compare with games like Panzer Dragoon. The gameplay, though, is good enough to make the grade. There are a million things going on at once, and unless you've got special alien eyes you're going to have a tough time of it. Nimble fingers and quick thinking are the order of the day. If you fancy a bit of old-school gaming, give this a try.

RAD

SCORES

LAYER SECTION
PANZER DRAGOON
RAIDEN

GRAPHICS 79
The sprites are well defined but not exactly stunning.

ANIMATION 84
Some good effects used to make the nasties move convincing.

MUSIC 80
Basic late-80s arcade quality stuff. Not brilliant, but okay.

SOUND EFFECTS 87
Lots of big bangs, which is what you want with this kind of game.

GAMEPLAY 87
Seemingly simple, but tough and rewarding. Good fun.

VALUE 87
Rock hard, plenty of levels, plus a fun-expanding two-player mode.

OVERALL
Might not appeal to tech-heads, but this is old-style shoot-'em-uppery to a healthy degree. Worth checking out.

86

SO YOU THOUGHT IT WAS £299.99?

WHAT PLANET DO YOU COME FROM!?

Official UK Sony PlayStation

DOWN TO EARTH PRICE **£279.99**

ACCESSORIES

1. SONY JOYPAD	£24.99
2. SONY MEMORY CARD	£19.99
3. SONY MOUSE	£24.99
4. SONY LINK LEAD	£19.99
5. LOGIC 3 PAD	£14.99
6. NEGCON PAD	£44.99
7. AV SCART CABLE	£19.99
8. JOYPAD EXTENDER CABLE	£14.99

SONY COMPUTER ENTERTAINMENT

RIDGE RACER - The finest driving game ever to grace a home console! Put yourself in the driving seat and prepare yourself for the ride of your life!!

MORTAL KOMBAT 3 - Straight out of the arcades and into your home.. A total of 24 fighters plus all-new moves!

THIS MONTHS HIGHLY RECOMMENDED GAMES

HERE IS JUST A SELECTION OF SOME OF THE OTHER GREAT TITLES AVAILABLE

TOP TEN GAMES							
Ridge Racer	£32.99	Theme Park	£34.99	Ultimate Paradious	CALL	Rayman	CALL
Tekken	£39.99	FIFA 96	£34.99	Motor Toon GP	CALL	Prowler	CALL
Tohshinden	£39.99	Primal Rage	CALL	Streetfighter The Movie	CALL	Creature Shock - Special Ed.	CALL
Jumping Flash	£34.99	Split Realities	CALL	Cybersled	CALL	Defcon 5	CALL
Wipeout	£39.99	Screaming Wheels	CALL	11th Hour	CALL	Syndicate Wars	CALL
Destruction Derby	£34.99	Rapid Reload	CALL	Starblade	CALL	Goman	CALL
3D Lemmings	£34.99	Raiden	CALL	Krazy Ivan	CALL	Rollcage	CALL
Mortal Kombat 3	£39.99	Boxers Road	CALL	Assault Rigs	CALL	Air Combat	CALL
FIFA 96	£34.99	Dynamic Tension	CALL	Road Rash	CALL	Goal Storm	CALL
Actual Golf	£34.99	Shellshock	CALL	Magic Carpet	CALL	Project Overkill	CALL
		Waterworld	CALL	Spot Goes To Hollywood	CALL	Arc The Lad	CALL

IF YOU HAVE A FAX MACHINE, USE IT TO GET AN UPDATED PRICE & RELEASE LIST (Calls charged at 39p off peak, 49p peak)
JUST DIAL 0891 715689, LISTEN TO THE INSTRUCTIONS, ENTER DOCUMENT NUMBER 701 AND PRESS START ON YOUR FAX MACHINE

playstation DIRECT ltd

MAIL ORDER DIRECT ON

01442 279701

217 LONDON ROAD • APSLEY • HEMEL HEMPSTEAD • HERTS HP3 9SE

Cheques/Postal Orders payable to **Playstation Direct Limited**

Postage & Packing

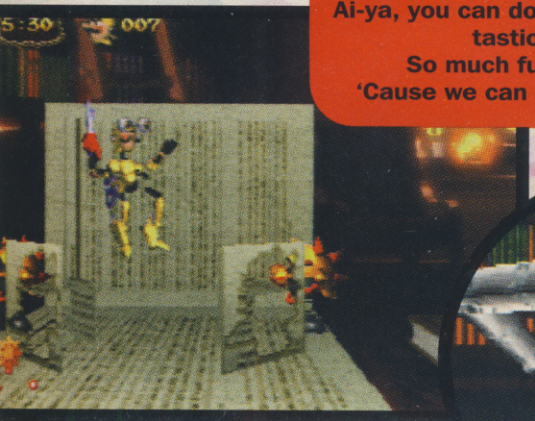
SONY PLAYSTATION MACHINE	£5.00
Software & Accessories	FREE

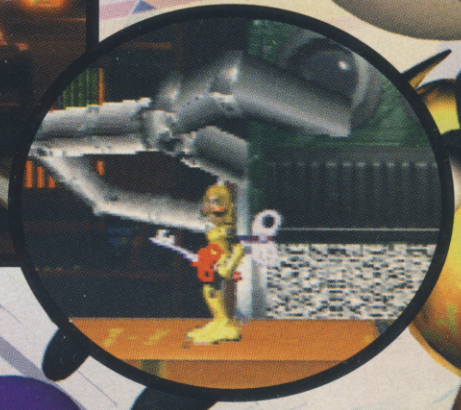
10 TELEPHONE LINES
Open 10 a.m. - 7 p.m.

SATURN.....
PLATFORM.....
SEGA.....
£60-80.....
OUT ON IMPORT.....
ONE PLAYER.....
NO OTHER VERSIONS PLANNED.....
NO OTHER VERSIONS AVAILABLE.....

Knight 2 kicks off with the greatest intro ever seen on any game, probably. Maybe. Anyway, the toys round where Clocky resides perform a big song and dance routine explaining that they are, in fact, toys, and being a toy is a good thing. Everybody salsa. As well as the stunning animation it also features some top notch cinematic-style tricks, and the following ace lyrics, sung in a kind of Gloria Estefan-meets-Alpha the robot from Power Rangers stylee:

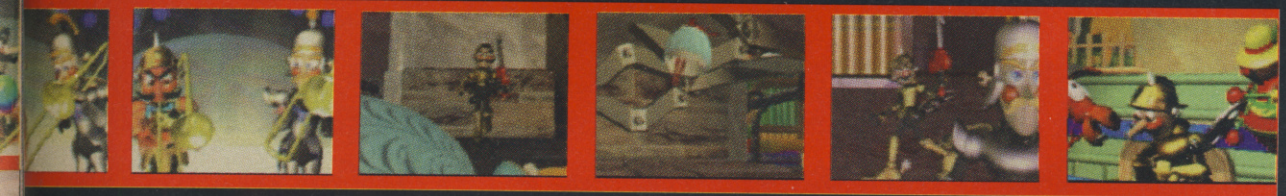
"Ai-ya-ya, dance to the beat for all night party! Fiesta de los Amigos! Ai-ya, you can do it oo, time to fantastic party!
So much fun to be toys
'Cause we can dance all night!"





Birds do it, bees do it, wooden toys made out of trees do it, let's do it, let's Clockwork Knight.

CLOCKWORK



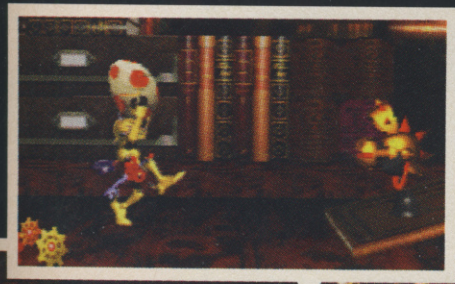
KNIGHT 2

When things are going well, people say that they're 'running like clockwork'. These people have obviously never used a clockwork device in the entire of their sorry lives, or been on a train, which they probably also believe run smoothly and without trouble. What a load of rubbish. Clockwork toys are famous for moving at stupid hyper-speed at the beginning phase of winding, gradually slowing to a pathetic whirry crawl at the end. They can't even maintain a consistent pace at any stage. If Clockwork Knight were in any way realistic the main character would peg it about four inches along a platform, stumble up to the edge and then stop dead, whereupon a giant hand would pluck him into the air, begin the winding process and then discard him.

Indeed, most people did discard Pepperouchau the Clockwork Knight when his first eponymous adventure hit the Saturn. One, because no-one had a Saturn anyway, and secondly because it was a trés boring game. But he's back, he's very back, he's the backest thing you've ever seen and he's hoping to redeem himself in the same way as Street Fighter. But can he do it? Or what?

Right – The between level screen charts Clocko's progress around the house.

Left – Bite things with your horse's head! It's great! Fun for all the family!



VERDICT

SATURN

The original Clockwork Knight was a load of rubbish, so I was surprised to find myself actually enjoying Number 2. The first level is pretty quintessential Clocky Knight, but stick with it and there's an abundance of ace ideas lurking in each stage. Whilst it's about the same size as the original and of comparable difficulty there's more to keep you occupied and encourage you to return once you've completed the thing (and it's worth completing for the ending). Not a serious challenge, but certainly an enjoyable one.

RAD

Lucky in cards, unlucky in love, that's what they say (whoever the sinister 'they' are). "They" certainly seen to have a lot to say. Well anyway Clockwork Knight proves this theory quite neatly. To wit – the toy he loves is repeatedly kidnapped, whilst collecting the four playing cards secreted within each level brings him nothing but good fortune. However, we're as yet unsure just what good fortune (apart from a points bonus) nabbing them actually does bring, as you have to collect EVERY hidden card in EVERY level to reap a megabonus at the end of the game. If you find what it is, please write in and tell us (although we'll have found it ourselves by then).

SCORES

BUG | KNIGHT 2 | CLOCKWORK KNIGHT

GRAPHICS 93
Beautifully drawn sprites and levels in eerie pastels.

ANIMATION 92
Quite stunning, to be honest with you. Smooth and cartoony.

MUSIC 92
Excellent songs with stunning lyrics, plus top in-game sounds.

SOUND EFFECTS 91
Sometimes very fitting, sometimes just funny. But good.

GAMEPLAY 90
Takes a little while to warm up, but there's more to later levels.

VALUE 84
On the short side, but there's enough to go back and see again.

OVERALL
If it were twice the size this would be a classic. But it's perhaps a little too midgety for top players. Still ace though, and at least worth seeing.

89

You bought your PlayStation to play at least one great looking game, right! Great-looking, yes! Game, yes! Okay, this here is Novastorm.

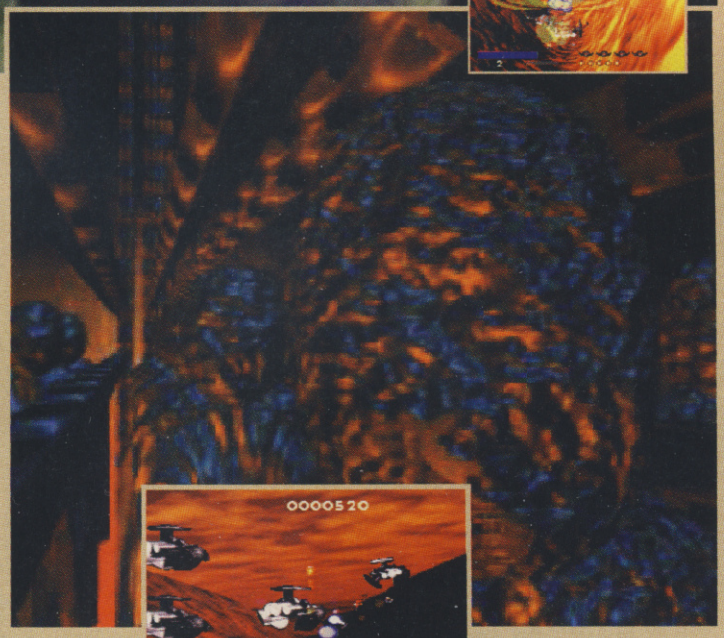
NOVASTORM

PLAYSTATION
SHOOT-'EM-UP
SONY INTERACTIVE
£39.99
OUT NOW
ONE PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

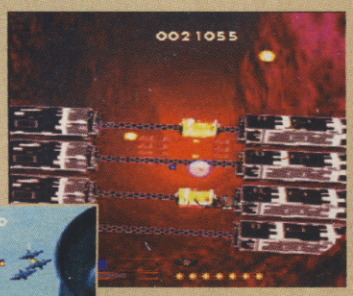
One word – Microcosm. If that stirs mixed feelings within your soul, let us remind you why this is so. Microcosm was once the singularly most impressive-looking game on PC and Mega-CD. It was a 3D shoot-'em-up developed by Psygnosis which overlaid sprites on to a full-motion video (FMV) backdrop. Sadly the gameplay was thought to be poor

Novastorm runs along similar lines. Except this time we have Fractal Engine Technology to boost the FMV, along with a tad more interaction with the scenery. Sure it's a different scenario – outer space opposed to inner space – but the concept is largely the same. What's immediately so distressing about all this is we're now two years down the line from a flawed concept, and it's being tried on us again.

Explaining the gameplay doesn't take long. Basically, lead a space craft into battle through eight stages of swarming aliens. As is tradition for shoot-'em-up ups, super enormous boss characters hang out at the end of each stage. The action is viewed from behind the craft, as it flies toward its interstellar goal. Due to the angle employed, the action is necessarily uncomplicated.



Beautiful to look at but not play we're afraid.



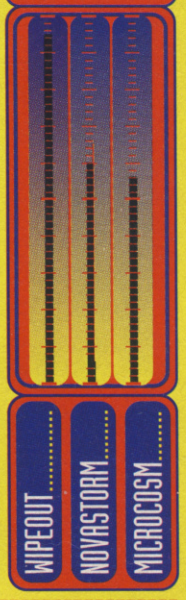
VERDICT

PLAYSTATION

Disappointing. Sooo disappointing. Of all the class titles Psygnosis (aka Sony Interactive) have produced for PlayStation, Novastorm is by far the least inspiring. Though we appreciate what they've set out to achieve, the end result isn't destined for Hall of Fame status. At least not in the way they'd like. Raiden II is a way better choice for gameplay, then there's WipeOut and Jumping Flash to consider for more innovative visual kicks. No more sequels please – for everyones' sake!

PAUL DAVIES

SCORES



WIPEOUT
NOVASTORM
MICROCOSM

GRAPHICS 84
All the artwork has been rendered on a Silicon Graphics machine.

ANIMATION 93
Up to the usual high standard you'd expect of Psygnosis.

MUSIC 67
Not quite the intense style you need for this sort of shooter.

SOUND EFFECTS 78
No great explosions here I'm afraid.

GAMEPLAY 56
Too vacant to really grip you, but enjoyable at first.

VALUE 40
Buy any other Psygnosis game apart from this one.

OVERALL
If you remember the likes of Microcosm then Novastorm will be like a bad dream to you: unimaginative gameplay accompanied by fancy graphics.

60

WIPE OUT
39.99 PSX

RIDGE RACER
39.99 PSX

TOSHINDEN
37.99 PSX

TEKKEN
39.99 PSX

SPACE HULK
30.99 3DO

WING CMDR 3
29.99 3DO

RETURN FIRE
24.99 3DO

HELL (18)
19.99 3DO

BUG
38.99 SAT

PANZER DRAGOON
42.99 SAT

DAYTONA USA
42.99 SAT

VIRTUA RACING
31.99 SAT

MORTAL KOMBAT 3
40.99 MD

CHAOS ENGINE
16.99 MD

THEME PARK
35.99 MD

BRIAN LARA
33.49 MD

KILLER INSTINCT
50.99 SNES

MORTAL KOMBAT 3
47.99 SNES

DOOM
49.99 SNES

CHAOS ENGINE
14.99 SNES

FLASHBACK
34.99 JAG

CANON FODDER
35.99 JAG

THEME PARK
29.99 JAG

SUPER NES

SUPER NES WITH STARWING 79.99
SUPER NES WITH MARIO ALL STARS 79.99
SUPER NES WITH FIFA SOCCER AND MARIO ALL STARS 94.99
MARIO ALL STARS FEATURES SUPER MARIO 1, 2, 3 AND LOST LEVELS GAME
SUPER NES WITH DONKEY KONG COUNTRY 111.99
ALL SUPER NES BUNDLES ARE SUPPLIED WITH ONE NINTENDO CONTROLLER
NINTENDO SUPER GAMEBOY 44.99
SCART LEAD - SNES TO TV 9.99
LIGHT GUN FOR PLAYER 2 ....17.99
NINTENDO CONTROL PAD 16.99
PHASE 9 MULTI PLAYER ADAPTOR 14.99
QS190 MAVERICK 2B JOYSTICK 12.99

BEAVIS AND BUTTHEAD 37.99
CANNON FODDER 27.99
CHAOS ENGINE 14.99
CIRCUIT USA • 38.99
DOOM 49.99
FIFA SOCCER 34.99
ILLUSION OF TIME 26.99
INT'L SUPERSTAR SOCCER 39.99
INT'L SUPERSTAR SOCCER DELUXE • 46.99
JOHN MADDEN NFL 93 ....12.99
JUNGLE BOOK 27.99
JUNGLE STRIKE 36.99
JURASSIC PARK 2 ....27.99
KILLER INSTINCT 50.99
MAN UTD CHAMPIONSHIP SOCCER 36.99
MARIO ALL STARS 24.99
MORTAL KOMBAT 2 ....29.99
MORTAL KOMBAT 3 ....47.99
PGA TOUR GOLF 19.99
PRIMAL RAGE 44.99
SECRET OF MANA 28.99
STAR TREK - STARFLEET ACADEMY 37.99
STREET RACER 34.99
STUNT RACE FX 27.99
SUNSET RIDERS 24.99
SUPER BOMBERMAN (4 PLAYER) 17.99
SUPER BOMBERMAN 2 ....22.99
SUPER BOMBERMAN 3 • 38.99
SUPER INTERNATIONAL CRICKET 34.99
SUPER MARIO KART 33.99
T M H T - TOURNAMENT FIGHTERS 29.99
THEME PARK 36.99
TINY TOONS WILD 'N' WACKY SPORTS 19.99
VORTEX 19.99
ZELDA 3 - LINK TO THE PAST 27.49
ZOMBIES 19.99

ATARI LYNX

BEST BUY
16 BIT COLOUR HANDHELD
ATARI LYNX 2 WITH BATMAN RETURNS 29.99
MAINS ADAPTOR FOR LYNX 10.99
ATARI KIT CASE FOR LYNX 12.99
BLACK CARRY CASE (PADDED) 6.99
COMLYNX CABLE 7.99

APB 16.99
BASKETBRAWL 6.99
CHECKERED FLAG 16.99
CHIP'S CHALLENGE 5.99
CRYSTAL MINES 2 ....6.99
DESERT STRIKE 25.99
HOCKEY 12.99
HYDRA 9.99
ISHIDO 6.99
KUNG FOOD 10.99
MS PACMAN 16.99
NFL FOOTBALL 16.99
NINJA GAIDEN 16.99
PAPERBOY 16.99
PINBALL JAM 14.99
QIX 10.99
RAMPAGE 12.99
ROBOTRON 2084 ....12.99
SHADOW OF THE BEAST 8.99
SHANGHAI 14.99
SLIMEWORLD 13.99
SWITCHBLADE 2 ....11.99
T-TRIS 27.99
ULTIMATE CHESS CHALLENGE 16.99
WARBIRDS 25.99
WORLD CLASS SOCCER 12.99
XENOPHOBE 12.99
XYBOTS 12.99

MEGADRIVE

MEGADRIVE 2 WITH EURO CLUB SOCCER 69.99
MEGADRIVE 2 WITH SUPER KICK OFF 69.99
MEGADRIVE 2 WITH 6 GAMES 89.99
WORLD CUP ITALIA 90, GOLDEN AXE, STREETS OF RAGE, REVENGE OF SHINOBI, SUPER HANG ON, COLUMNS AND ONE CONTROLLER
MEGADRIVE 2 WITH SPORTS PACK 89.99
ULTIMATE SOCCER, WIMBLEDON TENNIS, SUPER MONACO GRAND PRIX AND ONE CONTROLLER
MEGADRIVE 2 WITH LION KING 99.99
UNLESS STATED MEGADRIVE BUNDLES ARE SUPPLIED WITH TWO SEGA CONTROLLERS
SCART LEAD - MEGADRIVE TO TV (PLEASE STATE MEGADRIVE 1 OR 2) 9.99
ACTION REPLAY CARTRIDGE 37.99
COMPETITON PRO 6 BUTTON PAD 9.99
LIGHT GUN FOR PLAYER 2 ....17.99
SEGA CONTROL PAD 9.99

BRIAN LARA CRICKET 33.49
CANNON FODDER 36.99
CHAOS ENGINE 16.99
COMIX ZONE • 38.99
DRAGON 19.99
EARTHWORM JIM 31.99
EURO CLUB SOCCER 9.99
FIFA INTERNATIONAL SOCCER 95 ....22.99
JOHN MADDEN NFL 93 ....14.99
LETHAL ENFORCERS 2 ....26.99
LIGHT CRUSADER • 39.99
MARSUPILAMI • 35.99
MAUI MALLARD • 38.99
MEGA BOMBERMAN 29.99
MICRO MACHINES 2 96 ....36.99
MORTAL KOMBAT 24.99
MORTAL KOMBAT 3 ....40.99
NBA LIVE 95 (BASKETBALL) 22.99
NHL PA 93 ICE HOCKEY 12.99
PETE SAMPRAS TENNIS 96 ....36.99
PGA EUROPEAN TOUR 16.99
PGA TOUR GOLF 3 ....29.99
PHANTASY STAR IV • 38.99
POWER RANGERS - THE MOVIE • 35.99
PREMIER MANAGER • 32.99
ROAD RASH 2 ....19.99
ROAD RASH 3 ....19.99
ROBOCOD (JAMES POND 2) 10.99
RUGBY WORLD CUP 95 ....22.99
SENSIBLE SOCCER 26.99
STREETRACER 34.99
SUPER SKIDMARKS • 34.99
THEME PARK 35.99
URBAN STRIKE 22.99
VIRTUA RACING 47.99
VR TROOPERS • 38.99

SEGA 32X

SEGA 32X EXPANSION MODULE FOR MEGADRIVE 1 OR 2 ....109.99

CHAOTIX 39.99
DOOM 39.99
FIFA 96 • 38.99
KOLIBRI • 38.99
NBA JAM -TOURNAMENT EDITION 19.99
STAR WARS ARCADE 29.99
STELLAR ASSAULT 37.99
VIRTUA FIGHTER • 38.99
VIRTUA RACING DELUXE 37.99
WWF RAW 19.99
X-MEN • 38.99

MEGA CD

MEGA CD 2 WITH ETERNAL CHAMPIONS CD 119.99

COBRA THE SPACE ADVENTURE 29.99
DRACULA UNLEASHED 32.99
EARTHWORM JIM 36.49
FATAL FURY SPECIAL 29.99
FIFA SOCCER (CHAMP EDITION) 27.99
LETHAL ENFORCERS (WITH GUN) 26.99
LETHAL ENFORCERS 2 ....26.99
MYST 39.99
SAMURAI SHODOWN 37.99
SENSIBLE SOCCER (CD) 15.49
THUNDERHAWK 23.99
TOMCAT ALLEY (U) 14.99
YUMEMI MYSTERY MANSION 19.99

SEGA SATURN CD

SEGA SATURN CD CONSOLE WITH VIRTUA FIGHTER AND ONE CONTROLLER 349.99
PLUS FREE FAST DELIVERY TO UK MAINLAND
SEGA RF INTERFACE FOR SATURN 24.99
COMPETITION PRO 6 BUTTON PAD 16.99
SEGA SATURN 8 BUTTON PAD 19.99
SEGA SATURN VIRTUA STICK 39.99
SEGA SATURN ARCADE RACER STEERING WHEEL 49.99
SEGA MEMORY CARTRIDGE 39.99
SEGA MULTIPLAYER ADAPTOR FOR SATURN 29.99

BUG • 38.99
CLOCKWORK KNIGHT 32.49
CLOCKWORK KNIGHT 2 • 31.99
CYBER SPEEDWAY • 31.99
DAYTONA USA 42.99
DIGITAL PINBALL • 34.99
INTERNATIONAL VICTORY GOAL 35.99
MANSION OF HIDDEN SOULS • 38.99
MORTAL KOMBAT 2 ....39.99
MYST • 38.99
NBA JAM T E • 32.99
NHL HOCKEY • 38.99
PANZER DRAGOON 42.99
PEBBLE BEACH GOLF 35.99
ROBOTICA • 31.99
SHINOBI X • 32.99
STREETFIGHTER - THE MOVIE • 32.99
THEME PARK 36.99
TILT • 32.99
VIRTUA FIGHTER 42.99
VIRTUA FIGHTER REMIX • 24.99
VIRTUA HYDLIDE • 38.99
VIRTUA RACING DELUXE 31.99
WING ARMS • 38.99

3DO CD

GOLDSTAR 3DO WITH FIFA SOCCER AND ONE CONTROL PAD 279.99
SCART LEAD - 3DO TO TV 9.99
LOGIC 3 SPEEDPAD FOR 3DO 15.99

ALONE IN THE DARK 30.99
BLONDE JUSTICE (18) • 27.99
CANNON FODDER 26.99
FLASHBACK 21.99
FLYING NIGHTMARES 35.99
GEX 32.99
HELL (18) 19.99
IMMORTAL DESIRE (18) • 27.99
KILLING TIME 35.99
NEED FOR SPEED 34.99
PANZER GENERAL 31.99
QUARANTINE 19.99
RETURN FIRE 24.99
ROAD RASH 3DO 34.99
SEWER SHARK 19.99
SEX (18) • 27.99
SLAM AND JAM 32.99
SPACE HULK 30.99
SUPERMODELS GO WILD (18) • 27.99
SYNDICATE 29.99
WING COMMANDER 3 ....29.99

NEO GEO CD

NEO GEO WITH 2 CONTROL PADS 309.99

2020 WORLD BASEBALL 43.99
KING OF FIGHTERS 94 ....50.99
KING OF FIGHTERS 95 • 50.99
MUTATION NATION 43.99
SAMURAI SHODOWN 2 ....50.99
SAVAGE RAIN 50.99
STREET HOOP 39.99
SUPER SIDEKICKS 3 ....50.99
VIEWPOINT 43.99
WIND JAMMERS 43.99

ATARI JAGUAR

ATARI JAGUAR WITH CYBERMORPH AND ONE CONTROL PAD 114.99
SCART LEAD - JAGUAR TO TV 14.99
CONTROL PAD FOR JAGUAR 18.99

ALIEN VS PREDATOR 47.99
CANNON FODDER 35.99
CHEQUERED FLAG 45.99
DOOM 45.99
DOUBLE DRAGON 5 ....47.99
DRAGON 35.99
FLASHBACK • 34.99
HOVERSTRIKE 47.99
INT'L SENSIBLE SOCCER 39.99
IRON SOLDIER 42.99
KASUMI NINJA (AGES 17+) 43.99
PINBALL FANTASIES 39.99
POWERDRIVE RALLY 38.99
SYNDICATE 40.99
TEMPEST 2000 ....27.99
THEME PARK 29.99

SONY PLAYSTATION CD

SONY PLAYSTATION WITH SONY DEMO CD AND ONE CONTROLLER 289.99
PLUS FREE EXTRA CONTROLLER (PROGRAMABLE PAD WITH 8 BUTTONS) AND FAST DELIVERY TO UK MAINLAND
LINK CABLE FOR PLAYSTATION CONNECTS TWO MACHINES FOR PLAY WITH OR AGAINST EACH OTHER 24.99
PS PROPAD 8 BUTTON CONTROLLER PROGRAMMABLE WITH AUTO FIRE AND SLOW MOTION 19.99
SONY CONTROLLER 29.99
SONY MOUSE WITH MOUSE MAT 29.99
SONY SMART CARD 64 KB MEMORY CARD ALLOWS YOU TO SAVE AND LOAD GAME DATA 24.99

3D LEMMINGS 37.99
AGILE WARRIOR • 32.99
AIR COMBAT 37.99
ASSAULT RIGS 37.99
CYBER SLED 37.99
DESTRUCTION DERBY 39.99
DISCWORLD 37.99
EXTREME SPORTS 37.99
JUMPING FLASH 37.99
KILEAK THE BLOOD 37.99
KRAZY IVAN 37.99
LONE SOLDIER • 34.99
MORTAL KOMBAT 3 ....41.99
NOVASTORM 37.99
PGA TOUR GOLF 36.99
PHILOSOMO 37.99
PSYCHIC DETECTIVE 36.99
RAPID RACER 37.99
RIDGE RACER 39.99
STARBLADE ALPHA 37.99
TEKKEN 39.99
THEME PARK 36.99
TILT • 32.99
TOSHINDEN 37.99
TOTAL ECLIPSE TURBO • 33.99
TWISTED METAL 37.99
WARHAWK 37.99
WING COMMANDER 3 ....36.99
WIPE OUT 39.99

AMIGA

AMIGA A1200 MAGIC PACK AND 8 EXTRA GAMES FREE 399.99
AMIGA A1200 SCALA MAGIC PACK, WITH 170MB HARD DRIVE AND 8 EXTRA GAMES FREE 499.99
BEAU JOLLY COMP CANNON FODDER, SETTLERS, CHAOS ENGINE, T2 ....17.99
BIG 100 (100 SHAREWARE GAMES) 8.99
CANNON FODDER 2 ....11.99
CHAMPIONSHIP MANAGER 2 (95 ED) 20.99
CLASSIC COLLECTION - DELPHINE FLASHBACK, CRUISE FOR A CORPSE, ANOTHER WORLD, OPERATION STEALTH, FUTURE WARS 18.99
CLASSIC COLLECTION - LUCAS ARTS MONKEY ISLAND, INDY JONES ADVENTURE, LOOM, MANIAC MANSION, ZAK MCKRACKEN 19.99

COLONIZATION 22.99
DUNE 2 - BATTLE FOR ARRAKIS 13.99
ELITE 4.99
FORMULA 1 GRAND PRIX 10.49
INDIANA JONES FATE OF ATLANTIS 13.99
MR BLOBBY 4.99
SCRABBLE 12.99
SECRET OF MONKEY ISLAND 2 ....12.99
SENSIBLE GOLF 19.49
SENSIBLE WORLD OF SOCCER 19.99
SPEEDBALL 1 & 2 ....7.99
SYNDICATE 12.99
ULTIMATE SOCCER MANAGER 19.99

PC CD ROM

1944 - ACROSS THE RHINE 31.99
7TH GUEST (15) 15.99
CHAMPIONSHIP MANAGER 2 (95 ED) 28.99
COMMAND & CONQUER 30.99
DISCWORLD 34.99
DUNGEON MASTER 2 ....30.99
FORMULA 1 GRAND PRIX 2 ....31.99
INDY CAR RACING 9.99
LITTLE BIG ADVENTURE 19.99
MECHWARRIOR 2 - THE CLANS 31.99
MICRO MACHINES 2 ....26.49
MS WINDOWS 95 UPGRADE 72.99
SIMON THE SORCERER 2 ....27.99
STAR TREK - NEXT GENERATION 33.99
SYNDICATE + DATA DISK 13.49
TRANSPORT TYCOON 18.99
ULTIMATE DOOM 22.49
ULTIMATE SOCCER MANAGER 21.99
X-COM - TERROR FROM THE DEEP 28.99

X-WING COLLECTION
X-WING, B-WING, IMPERIAL PURSUIT + 6 NEW LEVELS 34.49

NOKIA 14" COLOUR TELEVISION

- HIGH QUALITY
- REMOTE CONTROL
- SQUARE TINTED TUBE
- HEADPHONE SOCKET
- SCART INPUT
- MADE IN GERMANY

SCART LEAD AVAILABLE SEPARATELY

THE PERFECT PARTNER FOR YOUR GAMES CONSOLE
NOKIA 14" COLOUR TV 159.99
NOKIA 14" (TELETEXT) COLOUR TV WITH NICAM DIGITAL STEREO AND SOUND DEFLECTORS ALL FOR ONLY 214.99

Membership Card Sales: 01279 600204

Special Reserve
Discount Club
Special Reserve - The Biggest Games Club in the World

Club Shops at
CHELMSFORD, ESSEX
43 Broomfield Road.
Just around the corner from the bus station.
SAWBRIDGEWORTH, HERTS
The Maltings, Station Road.
A few miles from the M11, near the station.
Items bought in the shops carry a 50p surcharge on the Mail Order prices.
Members only but you can order as you join.

REGULAR 48-PAGE COLOUR CLUB MAGAZINE
CHEATS & MOVES
RELEASE SCHEDULE
CHARTS
REVIEWS
HUGE RANGE
ALL GENUINE UK PRODUCTS
HEAVY DISCOUNTS
XS SAVERS
CREDIT TERMS
GREAT PRIZES TO BE WON

10am to 8pm
7 days a week!
01279 600204

THREE GAMES FREE

SCOOP PURCHASE! BUY ANY PC CD ROM TITLE FROM OUR ENTIRE RANGE AT THE SAME TIME AS JOINING OR RENEWING FOR ONE YEAR AND WE'LL GIVE YOU
ELITE 2, LEMMINGS AND CIVILISATION ABSOLUTELY FREE
Existing members can renew early to take advantage of this offer - we'll just add 12 months to your current expiry date. Renewal for one year is just £5.00. Overseas members add £2 carriage

OR FREE WHEN YOU JOIN

BUY ANY ONE ITEM AT THE SAME TIME AS JOINING FOR A YEAR AND WE'LL SEND YOU A SUPERMODEL KELLY MOUSE MAT OR THE GUVYER 1 MANGA VIDEO
ABSOLUTELY FREE
Just state your choice of mat or video as you order. Existing members can renew early (£5) to take advantage of this offer - we'll just add 12 months to your expiry date. Offer subject to stock. Overseas Members add £2 carriage

NEW from Manga Video
STREETFIGHTER 2 ANIMATED MOVIE rated 15, VHS tape
12.99
MANGA

£3 NEW MEMBER DISCOUNT

OFF ANY ORDER OVER £90 PLACED AS YOU JOIN FOR ONE YEAR
JUST DEDUCT £3 OFF THE PRICE OF YOUR FIRST ORDER IF IT IS OVER £90, PROVIDING YOU PLACE IT AS YOU JOIN FOR ONE YEAR.
USE BY POST, AT OUR SHOPS OR BY PHONE ON 01279 600204. Ends Jan '96

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR	£6.00	£8.00	£10.00

Club benefits include regular club magazines, £180 worth of XS Savers (coupons) per year, club competitions and huge discounts across the range. Members are under no obligation to buy.
All prices include VAT and carriage to MOST UK mainland addresses.

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK addresses
Overseas surcharge £2.00 per software item or **25%** on other items

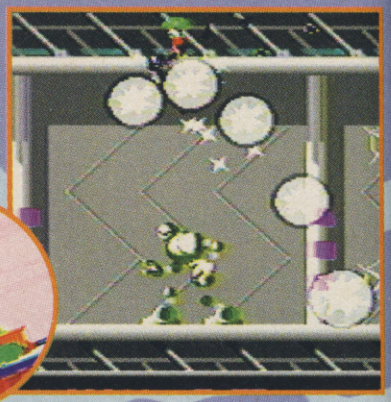
(BLOCK CAPITALS please) ETCH
Name & Address
C&VG
Postcode
If Mac or PC please state DISK or CD ROM
Phone No Machine
Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 6.00)
item
item
item
Please use this box to add any **optional** fast delivery charge
1st Class Post 50p per posted item or **£3 hardware**
ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Access/Mastercard/Switch/Visa £
CREDIT CARD EXPIRY DATE SIGNATURE SWITCH (ISSUE NO)

Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH
or FAX a credit card order on 01279 726842 - and we'll FAX back.
Inevitably some games listed may not yet be available. Please phone to check availability. Prices may change without prior notification. Sent to press 18.09.95 E .& O.E. SAVE = Saving off full retail price.
Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts.

Charge card or personal loan subject to status. See the club magazine for details.

MEGA DRIVE
PLATFORM
SEGA
£UNCONFIRMED
OUT OCTOBER
ONE PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

Ah, Mr Bond, I trust you will excuse my rather audacious choice of entrance.

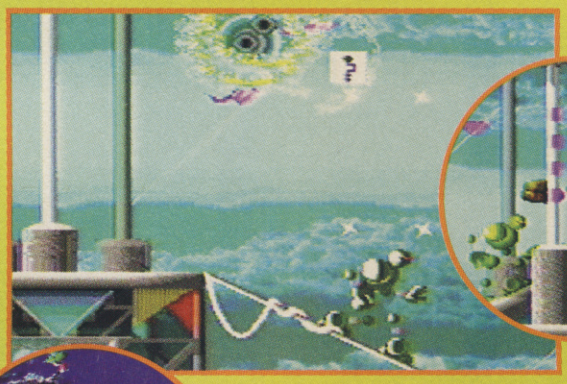


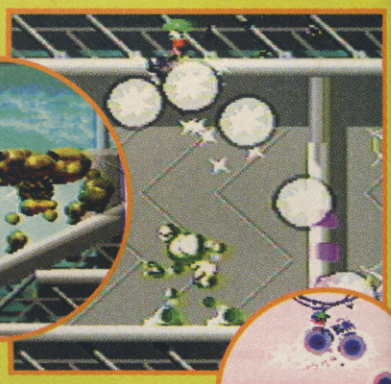
VECTORMAN

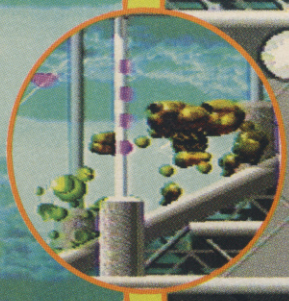
Don't Write Off The Megadrive Part 1000...

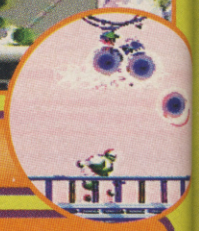
Traditionally maths has taught us that vectors are all to do with straight lines, logical point-to-point plotted lines which your dad would like. But Sega, those wily games types, are reversing the trend with their latest title. For the hero, going by the name of Vectorman, is made of distinctly spheroid shapes, close cousins of all round things. And – get this, numeration fans – they're not even joined up properly. Who says computer games don't ruin your education?

Although, actually, perhaps Vectorman is just a nickname given to our android pal as a youngster. Perhaps in the usual style of 'irony', like calling tall kids 'Shorty' or fat kids 'Not a disgraceful no-self-respect slob at all', as you do. Or perhaps because, true to his high-tech form, Vectorman was the proud possessor of a Raleigh Vector talking bike with ace electronic control panel on the crossbar and 20-odd different kids of electronic bell/buzzer/beeper/wild animal mating calls. Or whatever. Oh, who cares.



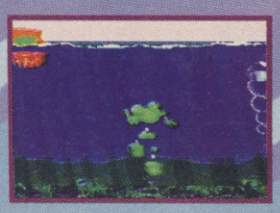


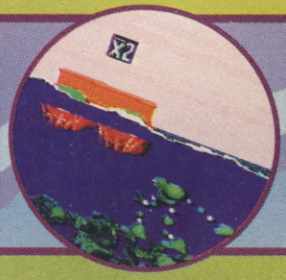


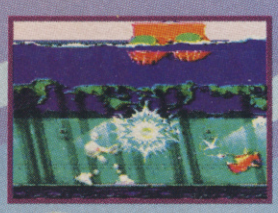


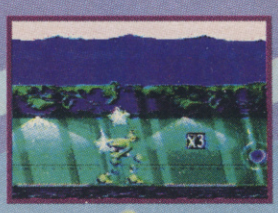
KILL YOUR TELEVISION

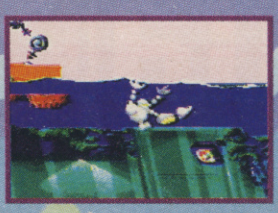
Vectorman might be the produce of Gamos, but he's a bit of a radical anarcho-libertarian at heart. The main thrust of Vectina's mission is to destroy a number of evil TVs dispersed around each level, thereby freeing the masses from media slavery and allowing them to rise as one and smash the bourgeois state. Just to make sure you get the message there's a Pavlovian bonus icon awarded for each telly smited. These include energy boosters, whirly invincibility energy fields and extra weapons.





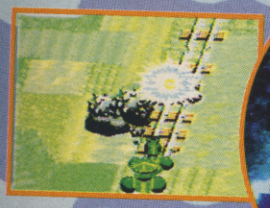


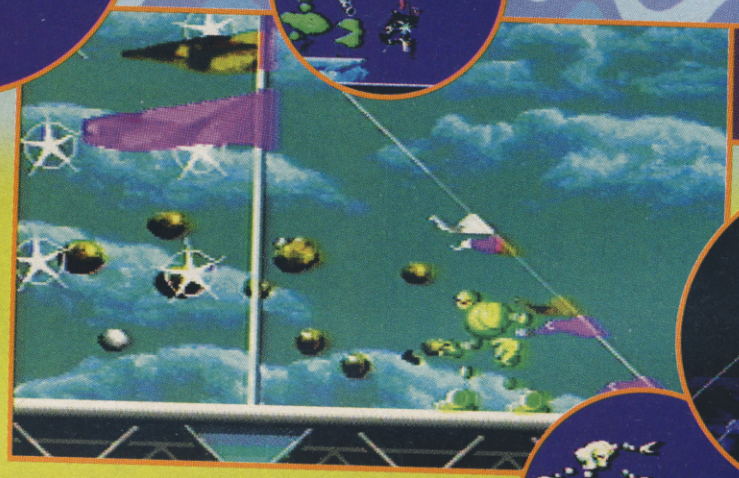




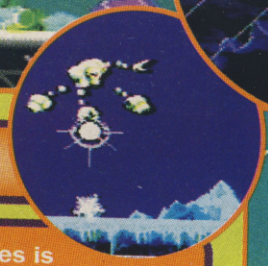
THE TRANSFORMED MAN

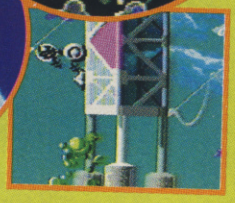
The good thing about being made of unconnected spheres is it allows you to be expressive with your body shape. Sadly though, robots aren't known for their imagination, so it remains for power-up icons to suggest shapes. Perhaps turtle-shape (for faster underwater movement), drill-shape (for burrowing into inaccessible caverns) or even bomb-shape (wait for the counter to reach zero and wipe out everything on the screen). Be warned, though – Vectorman has a short memory, so transformation is temporary in the extreme (ie – about six seconds).





Budding evil genius types – don't make your henchmen from rocks. They're toss.





VERDICT

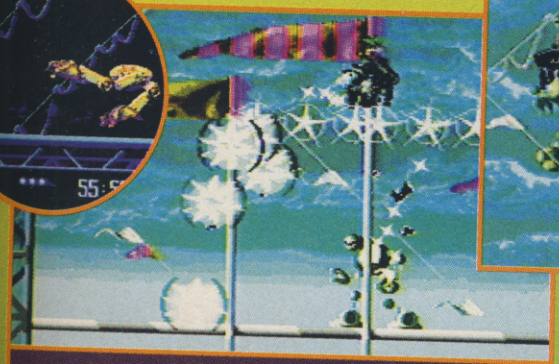
SEGA

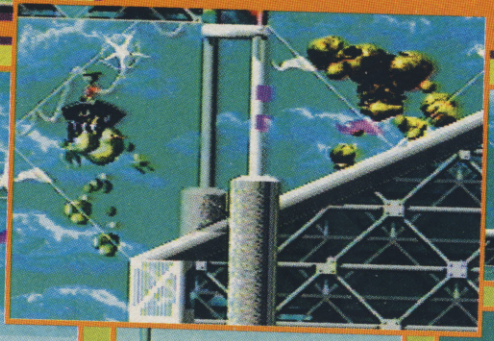
What really infuriates me about the Megadrive is that, as GunStar Heroes proved all too long ago, it's capable of far more than most of the tat that hits the shelves. Yet no-one can be bothered to stretch the machine when they can cop out with a crap licence or 'cute' platform character. Well Vectorman has neither of these qualities, but it's absolutely great. The graphics are stunning, the game design shows – shock horror – real imagination and it's hard enough to challenge any player, no matter how experienced (and jaded). One of the best releases of the year, and a great demonstration that, quite frankly, you can stick Bubsy the Bobcat up your arse.

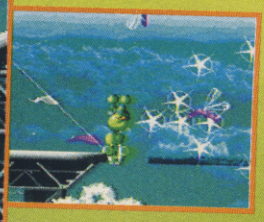
RAD

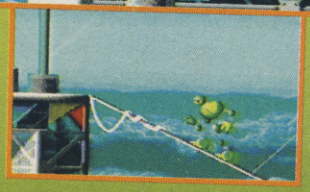
GET TANKED UP

The other good thing about spheres is that it doesn't matter which angle you view them from – they look the same. This means clever games like Vectorman can warp the play area to whatever degree they fancy. This trick is best evidenced by this groovy overhead-view tank level. Vecto has to blast the evil grabbing hands of a fully scaled boss monster whilst riding a tiny thin rail which warps and twists as the stage progresses. The ultimate aim is to destroy the fingers of doom and cause the nefarious mechanoid to plummet to the floor way below.









As you can see, Vectorman shows off some rather fantastic light-sourcing effects. Cor ber-limey.

SCORES

GRAPHICS	95
ANIMATION	96
MUSIC	89
SOUND EFFECTS	90
GAMEPLAY	94
VALUE	96
OVERALL	96

SNES

BEAT-'EM-UP

NINTENDO

£54.99

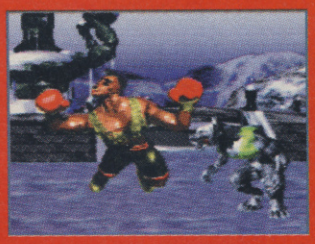
OUT NOVEMBER

1-2 PLAYERS

NU 64 FOLL OW-UP PLANNED

ARCADE VERSION AVAILABLE

Ultimate Combos deliver an auto No Mercy in place of an Ultra. Discover which secret special technique triggers the move, and tag it on to the end of a legitimate combo for results!

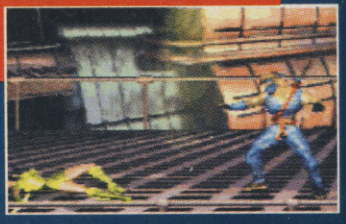


It's open season now, so far as the official market is concerned. There's no playing on the ignorance of a PlayStation/ Saturn-starved public any longer. SNES Killer Instinct is out there fighting against Toh Shin Den, Tekken, and Virtua Fighter this autumn. Nintendo are claiming this is an even match up. Well, CVG is happy to consider this notion for as long as it holds up in this, the authoritative CVG review.

NO MERCY – NO SHAME!

Whereas the basic gameplay in KI is indebted to Street Fighter II, the finishing moves ('No Mercies') are influenced by the Mortal Kombat fatalities. Each fighter is armed with at least two of these techniques, and, just like Mortal Kombat, they are executed to massage the victor's ego. No Mercies are more cinematic than MK fatalities, however; an example being that Shao Khan's unceremonious dumping of a foe on to a bed of razors is matched by TJ's exhibitionist Chiropractor. Even so, there are significantly less opportunities for such gags in KI as there are in Tobias and Boon's pride and joy – Humiliations included.

KILLER INSTINCT



"Too late," was the cry! Both Saturn and PlayStation are on sale – RIGHT NOW – while Nintendo trail behind with their 64-bit machine, and postpone the release of Killer Instinct. Too late. Too late. Or is it...

(Top Left) Orchid activates forgotten algorithms in Fulgore! (Middle) A flashy end to Miss B's big-hitting Ultra!

VERDICT

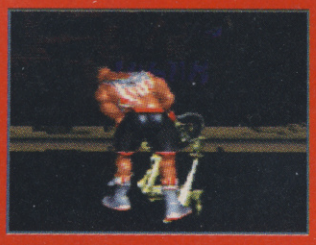
NINTENDO

That Killer Instinct is still pulling crowds, even after the introduction of MK3, says it all. You could argue that KI has less features, but to me the game is better. KI has a superior graphic style, more amazing sounds, and there's a significant difference between characters. The gameplay is more *instinctive* too. Complaints that KI is too combo-orientated are pretty naive. KI is the only beat-'em-up to introduce a combo-breaking system to deter smart players from having the tide turn on them. Given the choice, would you allow an opponent to double the potential of their specials? Of course not! My only reserve is that KI is little more than a hybrid of some of the best fighting games around. But when it's done so well, and on a 16-bit machine too, who cares!

PAUL DAVIES

BURP! 'Scuse

CVG HIT!



WOOPS AN ULTRA

Ultra combos take no more skill than the simplest two-in-one. Which is often why players find them by accident! They're 'Finishing' moves, that's all – like the Ultimate Combos. When your opponents' energy is down to the last sliver of red, simply tag a single, special technique to the end of a basic combo and the Ultra is yours. That said, alongside the slo-mo death of SFII, or the MK fatalities, there is no better way of watching losers get wasted!

SHADY DEALINGS

Not all the 'modifications' in SNES Killer Instinct are to its advantage. Shadow Moves are crucial tactically in the coin-op; they're still here, but the method of execution's changed. Like the coin-op, Shadows are specials that are doubled in power, post Combo Breaker. In the coin-op Shadow Moves involve holding a button then releasing it after the technique, making it necessary to rethink your combo strategy mid-game. On SNES just the standard moves are used. To some this may be good news, but those looking forward to brandishing the coin-op's Shadow Combos don't have the chance.

EYEDOL SITUATION

The secret code to play as Eyedol is revealed to players who master the game on the hardest setting – no matter how many continues used. So, unlike Namco's Weapon Lord where you must master all six Warriors before playing the BOSS, KI simply needs dedication to one favourite character.

KUT THE KRAP!

Rare weren't lying when they said the home version would play better than the coin-op: and no-one realised they were talking about the SNES! Regardless, the final version has a refined combo regime, under which Eyedol's 80 plus hit juggle is impossible. The modifications allow for extra 'Linkers' between specials, meaning there's potential for higher-scoring Ultras in the mix!

AIR COMBAT

With a mid-air challenge in KI there's the risk of being combo'd! Fighters who begin with a Fierce Low may two-in-one with one of their specials to gain multiple hits. Fulgore's Plasma Slice and Jago's Wind Kick are among them.

SCORES

GRAPHICS	95
ANIMATION	94
MUSIC	93
SOUND EFFECTS	90
GAMEPLAY	90
VALUE	94
OVERALL	93

MICRO MACHINES TURBO TOURNAMENT '96

MEGADRIVE
RACING
CODEMASTERS
£44.99
OUT OCTOBER
FOUR PLAYERS
PC VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

It's time for those mini meisters of miniature to race round all and sundry, and even your own made up course...

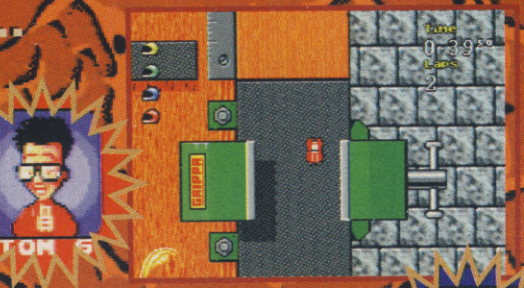
That's Tom Guise, that is. If you remember him from one issue.

OK, CodeMasters may be trying to milk the Micro Machines game for all it's worth, but hey, just think of the other Micro games they could produce. Imagine Micro Fighter, where all the world's short arses, Danny Devito, Ronnie Corbett, Barry McGuigan (my money's on 'im), fight it out in their very own 3D rendered Lilliput, with a Gulliver secret character if you manage to beat Bazza.

Or maybe not, perhaps they'll just give you a massive 65 courses for the '96 MM release, and how about a Micro Machines Construction Kit so that you can produce your own quirky racing track, full of the usual obstacles Mega Drive owners are now so familiar with: oil splats, errant screws, you know the stuff.

There's not a great deal more, only more noises and even more inventive and treacherous courses that Micro addicts will die for. Not forgetting that the familiar four play J-Cart is in effect, so you can meet up with three like-minded Micro Mates to race round the household .

Hello, Rad here. You know I was the first person to review Micro Machines.



COMING SOON TO ONE OF THOSE SONY THINGIES NEAR YOU

The PlayStation. Even the women behind the counter at WHSmiths have heard of it now, and 'bout time really, we've been harping on about it for what now seems like an aeon and now Codemasters have finally let us have some pics of their first releases for PSX, and it comes as no surprise to find that the first release will be Micro Machines.

VERDICT

MEGADRIVE

It would be sacrilegious to be at all nasty about Micro Machines in that for multiplay racing game action you couldn't want for a more original and more enjoyable game than Micro Machines. But what we have here is more of the same, and although the new tracks are all very challenging, and have some excellent new track designs, it is merely covering old ground. The construction custom set is a novel idea, and you will enjoy making a couple of tracks of your own, but I don't think it adds anything substantial to the gameplay. Time for that old adage if you haven't got the previous incarnation then buy this, otherwise there's not much more to it.

GARY LORD

SCORES

GRAPHICS	85
ANIMATION	86
MUSIC	88
SOUND EFFECTS	87
GAMEPLAY	91
VALUE	89
OVERALL	90

GOLDEN GATE

GLOBAL DISTRIBUTORS OF FAR EAST VIDEO GAME PRODUCTS

TEL: 0378 190009/0973 677704 FAX: 0151 424 0216

JAPANESE PLAYSTATION, RGB CABLE, PAD & POWER SUPPLY

£280

ULTIMATE MACHINES
ULTIMATE GAMES
ULTIMATE ACCESSORIES
ULTIMATE PRICE
CALL NOW!!

JAPANESE SATURNS, RGB CABLE, PAD & POWER SUPPLY

£280

WINNING II	£55
DRAGON BALLZ	£54
ACE COMBAT	£54
VAMPIRE	£56
TEKKEN	£55
PAYMAN	£55
NBA JAM	£54
ZERO DIVIDE	£55
BOXERS ROAD	£55
TWIN BEE	£57
GROUND STROKE	£55
V-TENNIS	£57
J-LEAGUE	£57
MK III	£54
WIPEOUT	£50
DEMOLITION DERBY	£50
*STREET FIGHTER	£48

SUPER WILD CARD
DX 32 M £235
SUPER WILD CARD
2.8CC 32 M £215
SUPER PRO FIGHTER
X II 32 M £180
SUPER SMART BROS.
64 M £300
SUPER COM PARTNER
32 M £185
SUPER WILD CARD
ZX 32 M £225

VIRTUA FIGHTER 2	£55
VIRTUA RACING	£45
SLAM DUNK	£40
RACE DRIVIN	£38
CLOCKWORK KNIGHT II	£35
GRAN CHASER	£45
VIRTUA FIGHTER REMIX	£30
STREET FIGHTER	£37
OUTLAWS	£35
KONAMI '95 BASEBALL	£33
DATEL CONVERTER	£30

ANIME AND MODELS AVAILABLE!!

SEND CHEQUES AND POSTAL ORDERS TO:
"G.G.E.G.!"
55 DICKSON ST, WIDNES, CHESHIRE WA8 6NX

HEARTS LEISURE (LONDON)

125 BOWES ROAD, PALMERS GREEN, LONDON N.13 4SB
TEL: 0181 889 0811 / 0181 360 5562 FAX: 0181 881 9558

SPECIAL OFFER

EX- ARCADE FULLY WORKING 2 PLAYER ARCADE MACHINE WITH 20 INCH FULL COLOUR MONITOR INCLUDING ONE OF THE FOLLOWING GAMES: WORLD CUP, EUROLEAGUE, P.O.W. OR INSTEAD, MAKE AN OFFER OF ANY OTHER GAME

ONLY £150.00

DELIVERY ARRANGED ANYWHERE AROUND THE WORLD
- FULLY COMPATIBLE WITH ALL JAMMA P.C.B. GAMES -

OVER 500 P.C.B. GAMES IN STOCK, P/X WELCOME
FOR FULL PRICE LIST OR SPECIFICATION SEND S.A.E.
MANY OTHER VIDEO GAME ARCADE MACHINES IN STOCK

FULL REPAIR & UPGRADE SERVICE FOR SUPERGUNS AND ARCADE MACHINES.
SPARES AVAILABLE

CONSOLE CITY

OFFICIAL PLAYSTATION AGENTS
SUPPLIERS OF
SEGA SATURN, 3DO, SEGA 32X, JAGUAR,
NINTENDO, PC-CD-ROM, AMIGA

PLAYSTATION £289.00
GOLD STAR 3DO £289.00

WE BUY, SELL & PART-EX ALL GOODS

SEGA SATURN £385.00
F210 3DO £289.00

CALL NOW FOR CHEAPEST PRICES AROUND!
Tel/Fax: 01785 56202
104B Wolverhampton Road, Stafford, ST17 4AH

Win £5000!

or win watches, colour TV's and 100's of other prizes! 0839 404034 instant Win

Win a Sega Saturn!

Get yourself some 32-bit power!
0839 404032

Win a Sony PlayStation!

Is it hot or What!!?? 0839 404033

Win a Bedtime Companion!

It's a Casio colour TV/Radio/Clock Combo!
0839 404023

Win the Talking Watch!

It really speaks for itself!
0839 404024

Win X-Files!

Videos, the new book & more!
0839 404025

Win Batman!

Win a Bat-Bundle of goodies!
0839 404026

Win Jean Claude Van Damme!

Win a signed pic of Jean-Claude!
0839 404027
Win 6 of his best videos!
0839 404028

Win Bruce Lee!

Win 6 of his best videos!
0839 404029

Win an Electric Guitar!

Get really strung out! 0839 404031

Play SHOOT-OUT!

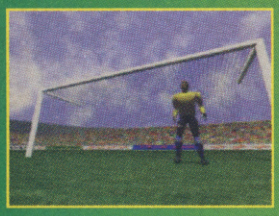
0839 404030 instant Win!

6 Goals wins 2 Casio Magic Beam Diaries or Casio colour pocket TV or Personal CD Player!

5 Goals wins a Casio Personal Stereo or super Hanimex 35mm flash camera!

4 Goals wins an electronic databank or sports watch or Reactolite sunglasses!

Your call will cost up to £3, so please ask permission from the person paying the phone bill! Call charges a 39p per min (cheap) 49p (other times.) Competitions close on 30.11.95 unless otherwise indicated and invo multiple choice questions with a tiebreaker except where 'Instant Win' is shown. Instant Win competition involve 10 questions worth between 1-10 points each and the winner is required to beat a target score. Th Shoot Out competition involves 6 questions and a penalty shoot-out. For rules or winners' names send



The intro looks splendid and is kept nice and short.

PLAYSTATION
SOCCER SIM
KONAMI
£39.99
OUT NOVEMBER
TWO PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

When you buy your PlayStation (or Saturn – we're not machineist here at CVG), and you've bought Wipeout, Tekken and Jumping Flash the next piece of software you're going to have to add to your collection is a decent footie game. Now, if you're a Saturnite you're going to have a problem as at the moment, the only thing on offer is the lacklustre Victory Goal. If, on the other joypad, you're a Stationer then you're in luck as Konami have surpassed themselves with the terribly playable and addictive Goal Storm.

Gameplayers who know their onions will undoubtedly recognise the screenshots as last month's rather top Winning Eleven, and there'd be a good reason for that, in that this is the European version of said game.

It's virtually identical to the Jap original and it doesn't take you long to master the controls and start performing vicious sliding tackles, diving headers from corner crosses and some rather spectacular overhead kicks as only Goal Storm knows how.

This is of course the English version but not much has changed as the game still has quirky orientalisms – like the way the players bow their heads at the ref when they commit a misdemeanour; you certainly wouldn't catch the good citizens of Osaka chanting 'Who's the merchant banker in the black' now would you?

It's taken Japan by storm in its other guise – Winning Eleven – but can it do the same to our Anglicised PlayStations?

GOALSTORM

I LIKE JIMMY HILL

The main difference to the Anglicised version (apart from non-Japanese players) is that you get fully controlable action replays, so that you can really wind up your opponent as you show him how you waltzed past his defence and scored in the last five seconds of injury time.

Shiny happy people scoring goals.

DESMOND LYNAM IS A GEEZER

The commentary for Goal Storm is comedic, but for the wrong reasons in that it's just how a Japanese person would envisage us Brits to speak, ie in a Mr Chumdley Warner type accent. Some choice commentary includes "That's a rocket," and "Good stuff goalkeeper" and "Corner Kick"! I actually prefer the Jap commentary, as this one is just embarrassing.

VERDICT

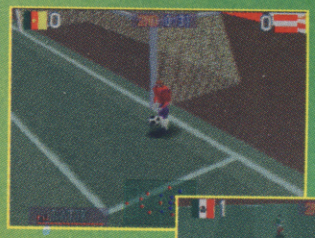
PLAYSTATION

International Superstar Soccer showed that Konami can make a football game. And Goal Storm demonstrates that they're not gonna let down their patrons on the Next Gen consoles. The sound effects might sound more like they should be in a beat-'em-up, and that players are playing on concrete rather than grass, but that doesn't detract from the arcade playability of a great game of footie. Get a few mates round and there'll be some shoutin' and a hollerin' that hasn't been heard since since Sensi Soccer ran on to the pitch. The only drawback is the appalling English commentary that's been tagged on, it will have you cringing big time. Apart from that, it's grrreat.

GARY LORD

WHATEVER HAPPENED TO BRIAN MOORE

Just so that you don't have to play as Granpus 8 or any of those other comedy Japanese teams, Konami have put a load of other jolly foreigner teams in instead, such as Argentina, Holland and Wales.



Whatever you don't throw the ball, always go for a goal kick.

If it's a depressing nil-nil draw then I'm afraid it's down to penalties. Will he go left or will he go right. (Actually he went down the middle.)

Use the sliding tackle and your opponent will come down with a thud and a crack.

JONATHAN PIERCE IS A RIGHT HORNY BLOKE

Score a goal in Goal Storm and your team will run off like stampeding wilderbeast, in all their polygon glory.

SCORES

DAYTONNA USA
RIDGE RACER
GRAN RACER

GRAPHICS 90
Very polygonised and very slick, with a trés Japanese style too.

ANIMATION 91
Great movement on the pitch and some fab set anims.

MUSIC 80
Nothing really to speak of apart from the opening track.

SOUND EFFECTS 90
Somewhat bizarre but enjoyable nonetheless.

GAMEPLAY 95
Konami have got it just right in this category and no mistake.

VALUE 90
For your first footie game it's money well spent that's for sure.

OVERALL
I think we actually underscored this game last month as it's incredibly addictive, there's a whole host of shots to perform just turn the commentary off!

89

PLAYSTATION.....
BEAT-'EM-UP.....
ACCLAIM.....
£VARIES.....
OUT OCTOBER.....
TWO PLAYER.....
SATURN, MEGA DRIVE, SNES, PC PLANNED.....
ARCADE VERSION AVAILABLE.....

It's back! Again! For God's sake, how many more times? I can't stand it!

Tom Cox of Sega Mag gets down at the disco.

Everyone these days is banging on about how great 3D beat-'em-ups are, including me. But hey – these 3D games are still displayed on TV screens, aren't they? and TV screens only display two dimensions, don't they? So that means that yer Virtua Fighters and Tekkens are still, at the heart of it, very much two-dimensional titles. But then, the ways in which the characters move around and interact with these environments gives a convincing illusion of depth, long believed to be the elusive third dimension. So does this mean computer games have re-written the book on spatial geometry? Is it possible that in the future children will be born in 2D and have computer chips attached to them to add substance to their form? Just think, this could alleviate the world population crisis at a stroke, as an infinite number of depth-free humans could occupy a single space at any time. If everyone faced the same way. So we could all live in the same house, which would surely eliminate territorial wars too. Although it might mean a bit of a crush for the bathroom in the mornings.

But there's always someone around spoiling things for everyone. And in this case it's 2D beat-'em-ups like Mortal Kombat. Aside from polluting the minds of our youth and indoctrinating them in evil paths of violence and mayhem (not to mention bad hair) stand in the way of more sophisticated research into girth reduction. Shame on them.

MORTA

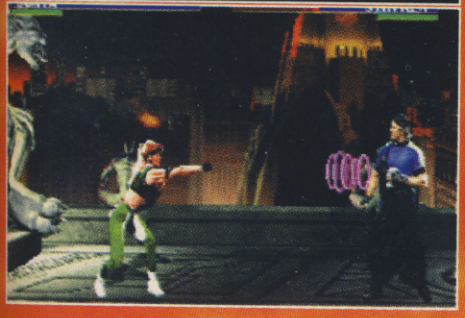
NON-PC PC

Whilst the PC version isn't in such an advanced state of completion as the (finished) PlayStation Mortal 3, we've gotten hold of a variety of lovely shots. As you can see, it's shaping up rather nicely. The gameplay remains to be tested, but given the sterling job done of converting Mortal Kombat 2 to the same platform we doubt there'll be too much trouble on this score. But then, GT Interactive are handling this port-over job, and it's their first time with the Mortal mantle. So how will it do? Be sure to read a forthcoming CVG for the full scam.

God knows what's going on up there, but it looks like great fun. Like one of them Party Poppers, but with more confetti.

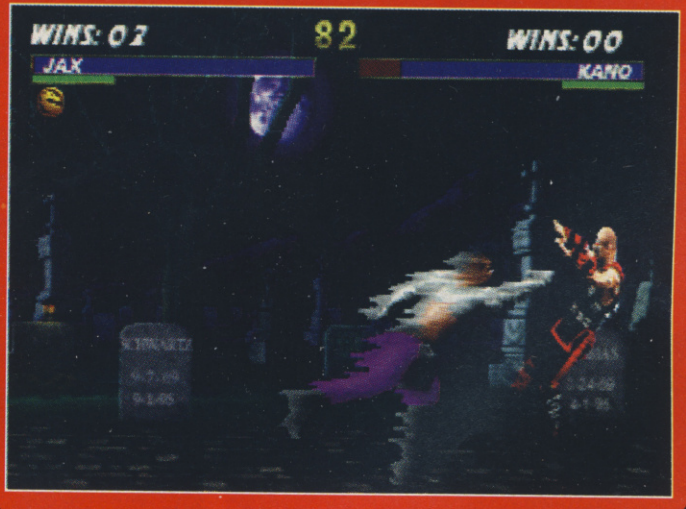
Sub-Zero's Ice Clone move is sure to fox anyone. Except people who can see in colour, because it's blue. But it'll fool dogs. With blocked-up noses.

That background looks pretty splendid, doesn't it? I like the look of that.



RUNAWAY RETURN

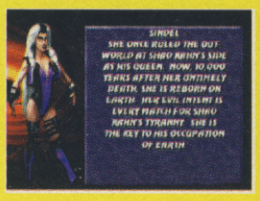
Running. We're all forced to do it during our childhoods. They say it's to keep us fit at school, but we know it's just training to help us escape monsters. Some people like running and make careers out of it. Some people are unfit and hate it and just get jobs in computer games and let little computer sprites do the running for them. That's us. Luckily Mortal 3 incorporates a lovely exercise-dodging feature in the form of a Run button, instead of double-pressing a direction like you normally would there's now only a single button press required to leg it across the screen. As you might expect this comes into action quite a lot for Fatalities and such.



AL KOMBAT 3

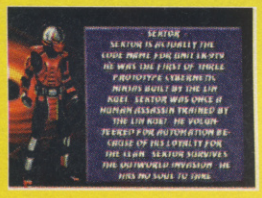
MEET THE GANG

One of the main reasons for Mortal Kombat's original and continual success has to be the imaginative character design, which plagiarises all manner of B-movies, comics and myths for inspiration. Hi-tech cops and robbers, zen ninjas, ancient gods – you name it, they've got a reason for showing up at the Kombat tournament. Mortal 3 introduces some new friends and fiends to the roster (although it drops a couple too). Here's a rundown of the new faces, in case you haven't seen them before.



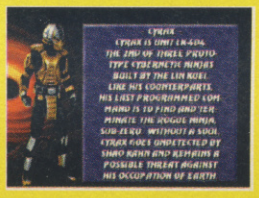
SINDEL

Whilst her hair doubtless goes down a storm at the Goth gigs it's also a very useful grappling weapon. Also has a horrible Banshee wail (which is quite a clever Goth in-joke thinking about it).



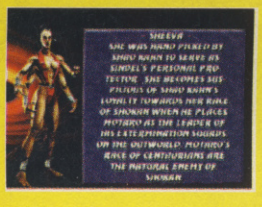
SEKTOR

Sent by the evil Lin Kuei ninjas to destroy the defecting Sub-Zero he's an evil robot ninja with a host of deadly techno-powers.



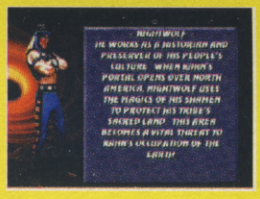
CYRAX

Almost the same as Sektor, but with rocket nets instead of blasting projectiles in his arsenal.



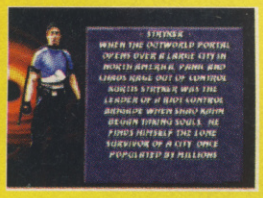
SHEEVA

Coming from the same race of evil aliens as Goro, Sheeva is one of the scariest characters in the game without a doubt. Her immense strength and superior grappling capabilities make her deadly.



NIGHTWOLF

He's a flinkin' red bleedin' injun inne?As a result he's armed with a psychic bow and arrow, plus a very real tomahawk. Wears facepaint yet is not a girl. Do not argue about it.

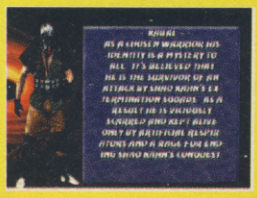


STRYKER

A riot copper trying to save the universe on his own, unarmed apart from an electrified baton, gun and selection of grenades. Just like a real copper.

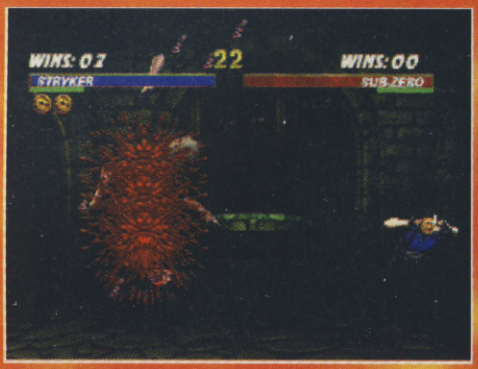
KABAL

Funny face mask which makes him look like something from Starlight Express, but Kabal is a deadly master of blade-style attackery thanks to his two big-hooked swords.



Sub Zero attempts to make the world's largest pizza base, arriving at the tricky dough-toss.

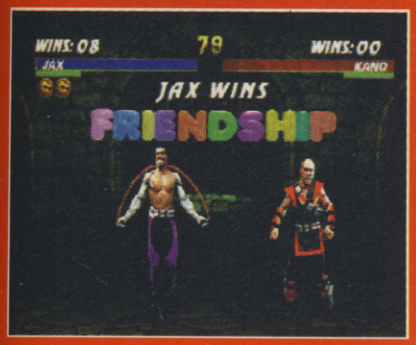
Actually that's a bit misleading. She doesn't always win. Otherwise no-one else would get picked ever.

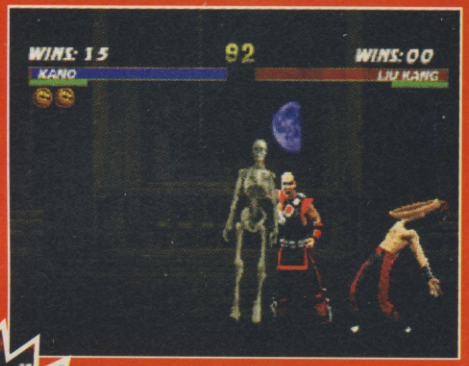


Sub Zero gazes forlornly at the splattered remains of his dough base. Poor lamb.

I WANT YOUR SKULL

Secret stuff. That's what Mortal Kombat is famous for. Apart from blood and death. But if it's secret stuff you're after... well, you're better off buying a Mario game, frankly, but Mortal Kombat 3 still isn't short on the old secretometer. There are four hidden characters, of which one (Smoke) is player selectable, and there's a special code entry screen which is a veritable mine of secrecy. Enter six of the icons on offer and, provided you've got the sequence right, you can access a wealth of hidden cheats and effects, from fighting in the dark to being invincible.





Nightwolf and the Pips show off their latest synchronised moves, to Sheeva's obvious appreciation.

That's the last time you borrow my Two-in-One Dimensions, punk shampoo thief.

That's the last time you borrow my Pantene Two-in-One, shampoo thief punk!

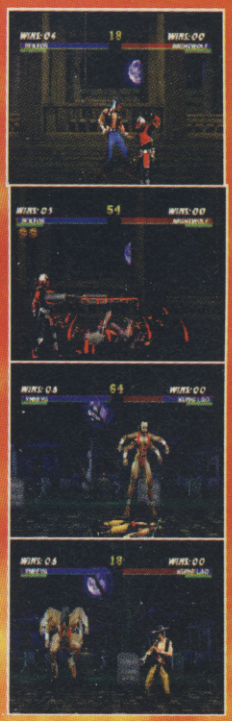
VERDICT

PLAYSTATION

Mortal 3 is targeting a very specific audience (ie – fans of the coin-op), but also an absolutely huge one. Tekken, which is absolutely stunning and a step forward in the genre, will be hard-pressed to match the expected sales of this now slightly dated-looking beat-'em-up. But even without flash polygon graphics and the wonders of texture mapping Mortal Kombat 3 still stands tall on the playability rostrum. The new depth of gameplay offered by the revised combo engine adds an extra dimension of challenge, and the special moves and ~Alities are all as over-the-top as usual. It's hard to fault Mortal on any grounds other than the fact it's been superseded by a host of more advanced games.

RAD

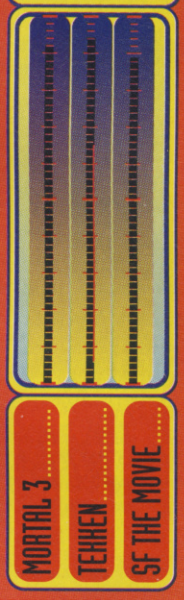
A string of shots to illustrate the variety of gameplay found in Mortal Kombat 3.



FINE TOOTH COMBO

Combos. First invented by Colonel Sanders as a way of trying to shift more tatty cartons of chips with his rather more pleasant-tasting chicken, and now adopted by the beat-'em-up fraternity. Only you don't get three goujons and a medium Coke with these combos, oh no, you get an extra-large double smack in the gob and fireball up the whatsit which you can't block. Mortal 3 is so proud of its improved comboing abilities it displays on screen exactly how many hits a combo scored, and what percentage of the enemy damage meter it destroyed. TIP – this means you can show off to your friends more and really rub it in.

SCORES



GRAPHICS 85
Great representations of the coin-op, but not exactly state of the art.

ANIMATION 89
Convincing, as it's digitised, but still a bit stiff.

MUSIC 84
Music was never exactly Mortal Kombat's strong point.

SOUND EFFECTS 90
Plenty of speech and lots of excellent in-game effects.

GAMEPLAY 92
Plenty o'depth to explore, fast-moving and gripping.

VALUE 93
Hard to finish, lots of hidden stuff, and storming in two-player.

OVERALL
It's not the most groundbreaking game out there, but it's certainly one of the more playable ones. Coin-op fans won't be disappointed.

91

RAVEN GAMES LONDON

74 BROMLEY ROAD, BECKENHAM KENT BR3 2NP

TEL: 0181 663 6810 MAIL ORDER/ CREDIT CARD LINE: 0181 663 6822 FAX: 0181 663 0046

FIRST WITH THE LATEST RELEASES

OWN YOUR OWN ARCADE MACHINE

SUPER GUN DELUXE inc. PAD £149.99

AS SEEN ON ITV'S BAD INFLUENCE AND REVIEWED IN THE EDGE

6 BUTTON CAPCOM STICK £49.99
6 BUTTON PAD £19.99
OTHER EXTRAS AVAILABLE - S.A.E. FOR PCB LIST
P.C.B. VIDEO SHOWS LOADS OF OLD CLASSICS ..... £4.99 P&P £1.50
WE ALSO SELL STAND UP ARCADE MACHINES

UK / USA / JAP MACHINES ALL IN STOCK ..... PLEASE RING
ALL ACCESSORIES PADS / MOUSE / ADAPTORS / DIGITAL CART IN STOCK
JAPANESE MAGAZINES INC. DISC £24.99
PLEASE RING FOR LATEST RELEASES

NEO GEO

NEO GEO CD JOYSTICK £49.99
NEO GEO CD (PAL OR SCART) INC. 2 PADS + GAME +2 VIDEOS £369.99
NEO GEO VIDEO - SHOWS EVERY GAME ..... £4.99 P&P £1.50

SOFTWARE

SAMURAI SHODOWN II (CD) £59.99
KING OF FIGHTERS 94 (CD) £54.99
SIDE KICK SOCCER II (CD) £44.99
BASEBALL STARS II (CD) £34.99
WORLD HEROES JET (CD) £54.99
FATAL FURY III (CD) £59.99
PUZZLE BOBBLE (CD) £54.99
SIDE KICKS III (CD) £59.99
GALAXY FIGHT (CD) £59.99
WORLD HEROES PERFECT (CD) £59.99
SAVAGE REIGN(CD) £59.99
KING OF FIGHTERS 95 (CD) £59.99
KABJKI CLASH (CD) ..... PLEASE RING

PC Engine

100'S OF NEW PC ENGINE GAMES FROM £9.99
PC ENGINE DUO R SCART + GAME £229.99
PC ENGINE FX £549.99
PC HAND HELD £99.99
ACCESSORIES IN STOCK
JOYSTICKS * 5 PLAYER TAP * SYSTEM CARDS
JAPANESE MAGAZINES * TIPS BOOKS * CD ROM

SONY PLAYSTATION UK PAL /JAPANESE /USA -ALL IN STOCK ..... PLEASE RING
SONY JOYPAD £34.99
AUTO JOYPAD £29.99
MEMORY CARD £29.99
PAD EXTENSION LEADS /JOYSTICKS /2 PLAYER
CABLES / MOUSE ..... PLEASE RING
JAPANESE MAGAZINE £10.99

UK SOFTWARE

TOSHINDEN / RIDGE RACER / WIPEOUT / DEMOLITION DERBY
NBA JAM / KLEEK THE BLOOD & MORE ..... PLEASE RING

LATEST USA SOFTWARE

RAIDEN £44.99
KLEEK THE BLOOD £44.99
NBA JAM T.E £49.99
SFII MOVIE £49.99
3D TENNIS £49.99
RIDGE RACER £44.99
EXTREME GAMES £44.99
OFF WORLD EXTREME £44.99
RAYMAN £49.99
DISC WORLD £44.99
TOSHINDEN £49.99
ACE COMBAT £44.99
TWISTED METAL £44.99
3D BASEBALL ..... OCTOBER
MORTAL KOMBAT III ..... OCTOBER
NOVASTORM ..... OCTOBER
DEMOLITION DERBY ..... OCTOBER
WIPE OUT ..... OCTOBER
ASSAULT RIGS ..... OCTOBER

LATEST JAPANESE SOFTWARE

POWER II £69.99
BOXERS ROAD £69.99
ZERO DIVIDE £69.99
PHILOSOMA £69.99
ACE COMBAT £64.99
GROUND STROKE TENNIS £64.99
ZEITGEIST £69.99
DARK STALKERS £69.99
J LEAGUE PRIME GOAL £69.99
V TENNIS £69.99
TWIN BEE DELUXE £69.99
CRAZY IVAN ..... PLEASE RING
METAL JACKET ..... PLEASE RING

SEGA SATURN

HAVE YOUR UK SATURN CONVERTED TO RUN AT CORRECT SPEED / NO BORDERS 50/60Hz SWITCH

UK / JAP TEXT SWITCH ..... £44.99 P+P £6.00
SEGA SATURN JAPANESE/USA ..... PLEASE RING
SEGA SATURN JAPANESE MAGAZINE (INC. DISC) £24.99
ADAPTOR TO RUN ALL UK / USA / JAP GAMES £39.99
JOYPADS / JOYSTICKS / STEERING WHEEL ..... PLEASE RING
UK SATURN & ALL UK TITLES IN STOCK

LATEST SOFTWARE

SAE FOR FULL LIST
VIRTUA FIGHTERS REMIX (JAP) £49.99
SHINOBI DEN (USA) £54.99
DIGITAL PINBALL (JAP) £59.99
RIGLORD SAGA (JAP) £39.99
CLOCKWORK KNIGHT II (JAP) £54.99
DIS DINER (2 DISCS) (JAP) £74.99
SSFII THE MOVIE (UK) £39.99
DARK LEGENDS (JAP) £59.99
X-MEN (JAP) £64.99
LAYER SECTION (JAP) £59.99
BLAZING TORNADO WRESTLING (JAP) £59.99
TWIN BEE DELUXE (JAP) £59.99
WING ARMS (JAP) £59.99
GOLDEN AXE DUEL (JAP) £59.99
MINNESTO FATS POOL (USA) £54.99
STEAM GEAR MASH (JAP) £59.99
SOLAR ECLIPSE ..... PLEASE RING
RAYMAN ..... PLEASE RING

SEGA 32X MEGA DRIVE

HAVE YOUR MACHINE CONVERTED TO RUN EVERY GAME 50/60 HZ JAP TEXT /UK TEXT ..... £25 P&P £6

Nintendo /SNES/VIRTUAL BOY

HAVE YOUR UK SNES CONVERTED TO 50/60HZ ..... £35 P&P £6
RING FOR LATEST USA / JAPANESE RELEASES
S.A.E. FOR FULL LIST

JAGUAR

JAGUAR VIDEO SHOWING 30 GAMES ..... £4.99 P&P £1.50
JAGUAR CD ..... RELEASED SEPTEMBER

SPECIALISTS IN JAPANESE / AMERICAN IMPORTS

OPENING HOURS MONDAY -SATURDAY 10AM -5.30PM WEDNESDAY 10AM - 1PM

P&P GAMES, MAGAZINES, PADS £1.50, WE ARE NOT JUST A MAIL ORDER COMPANY COME AND SEE US AT THE ABOVE ADDRESS AND SEE ALL THE ABOVE MACHINES ON DISPLAY. *S.A.E. FOR FULL LIST. PLEASE MAKE CHEQUES PAYABLE TO: RAVEN GAMES ABOVE PRICES ARE MAIL ORDER ONLY. SHOP PRICES MAY VARY.NEXT DAY DELIVERY. TRADE ENQUIRIES WELCOME*

KILLER

That's KERRANG!, the world's ultimate Rock magazine.
From OFFSPRING to METALLICA, from NIRVANA to REEF, from GREEN DAY to TERRORVISION, if it rocks it's in KERRANG! Pick up your copy now.

FREE 12 TRACK TAPE WITH ISSUE
ON SALE OCTOBER 25

SUPER NES

FREAK 'EM OUT

VIACOM

ETBC

OUT NOW

ONE PLAYER

NO OTHER VERSIONS PLANNED

PC, MACINTOSH, GAME BOY, MEGADRIVE, SATURN, AND PLAYSTATION VERSIONS AVAILABLE

CVG HIT!

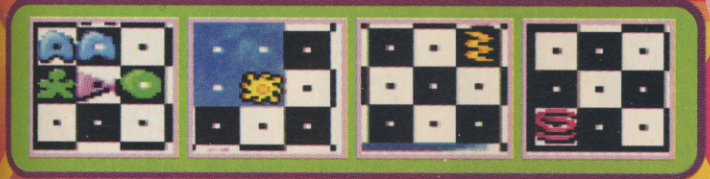
ZOOP

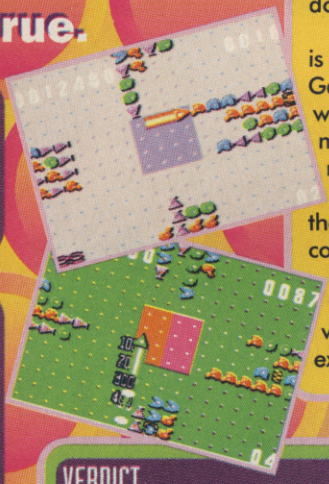
Puzzle fans welcome the new breed of brain bender! Viacom's Zoop is a better game than Tetris. We know, because the guy who wrote Tetris says it's true.

Yes indeed, Mr Alexey Pajitnov (inventor of Tetris) approached programmers Hookstone at a recent trade show and proclaimed their game the best thing since his own genius work. Those who survived Tetris fever better prepare to get totally Zooped, because the game looks set to become MASSIVE!

Players control a triangular chip which occupies a box in the centre of the screen. This box is surrounded by advancing rows of coloured shapes, and the chip prevents them getting too close by striking out to eliminate them. Chameleon-like properties enable the chip to adopt the shade of whichever surface it comes into contact with. Shapes only disappear after being struck by the chip when it's the same colour; otherwise the two just swap shades. Of course 99 levels of difficulty, combined with nine speed variations ensure that this simple operation doesn't stay too simple for very long!

On Super NES and MegaDrive Zoop is a one-player experience. However the Game Boy supports a two-player option, whereas PC and Mac versions allow as many as four people to network machines for a multi-player experience. We're not certain as yet to how the PlayStation and Saturn versions are configured, but we'll let you know as soon as we find out. Whatever situation you find yourself in, depending on which machine(s) you own, Zoop is an experience like no other.





PSST... LOOK OVER HERE!

One final thing we feel we ought to warn you about. Even before making a move with that chip, the chances of striking out in the right direction are slim. This is because Hookstone have devised the Optichallenge™ – a series of 10 backgrounds that incorporate optical illusions to deceive the eye. While shapes advance from one direction, the background pattern tries to focus attention elsewhere. Even once you're wise to the Optichallenge™ it's still tough maintaining concentration on the real danger areas. As the game progresses, so does the complexity of these sneaky designs!

VERDICT

SNES

Original ideas are few and far between. Zoop is not only innovative, it's fresh and incredibly addictive too. Aside from the stylish visuals, which you're neither meant to love or hate, the basic gameplay is a stroke of genius. It's ironic that a game, destined to become one of the greatest of the decade, is about to do so without need for X-amount of light-sourced, texture-mapped polygons, or CD-quality sound. No matter what format you're running this on, Zoop is an essential ingredient to spice anyone's collection.

PAUL D

SCORES

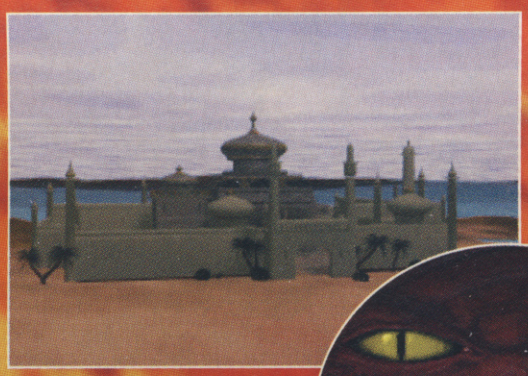
GRAPHICS	80
ANIMATION	75
MUSIC	73
SOUND EFFECTS	70
GAMEPLAY	94
VALUE	90
OVERALL	93

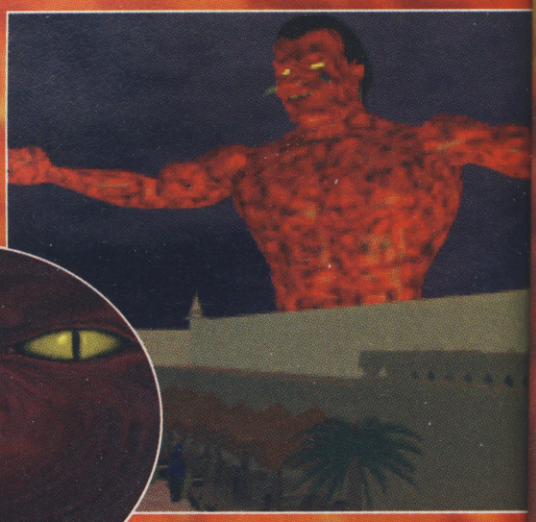
PC CD-ROM
3D SHOOT-'EM-UP
BULLFROG
£44.99
OUT NOW
1-8 PLAYERS
PLAYSTATION VERSION PLANNED
NO OTHER VERSIONS AVAILABLE

MAGIC CARPET 2

CVG HIT!

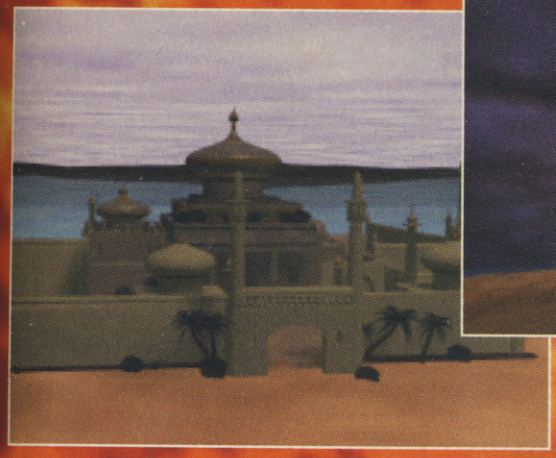
What's that you say? Bullfrog have released a sequel to their smash hit 3D rug-blast? Yeah, right – and carpets might fly... Bloody hell – they do!





MAGIC SPELLS TROUBLE!

Whassat? You want spells? Then you've come to the right place, because Magic Carpet 2 boasts 25 for you to play with. Some, like the fireball, earthquake and volcano majicks, will be familiar to players of the original game, but there are some incredible new ones too: gravity well (which sucks any monsters within a certain radius into a hole in the ground) and the metamorph (which briefly transforms you into a monster). On top of that, each spell has three very different levels of power-up, so effectively there are 75 – yes, 75 – different spells in total. Beat that, Paul so-called Daniels.



Carpet 2 eastern promised to deliver more of the same; and it does.

TO THE MANA BORN!

Your spells are powered by 'mana' – a special type of magical energy which is possessed by every living creature in Magic Carpet 2's world. Each time you kill a monster it releases mana – which looks like a golden bubble – that is collected to allow even more powerful spells. Obviously, the bigger and tougher a monster is, the more mana it contains. Nobody said this was going to be easy!

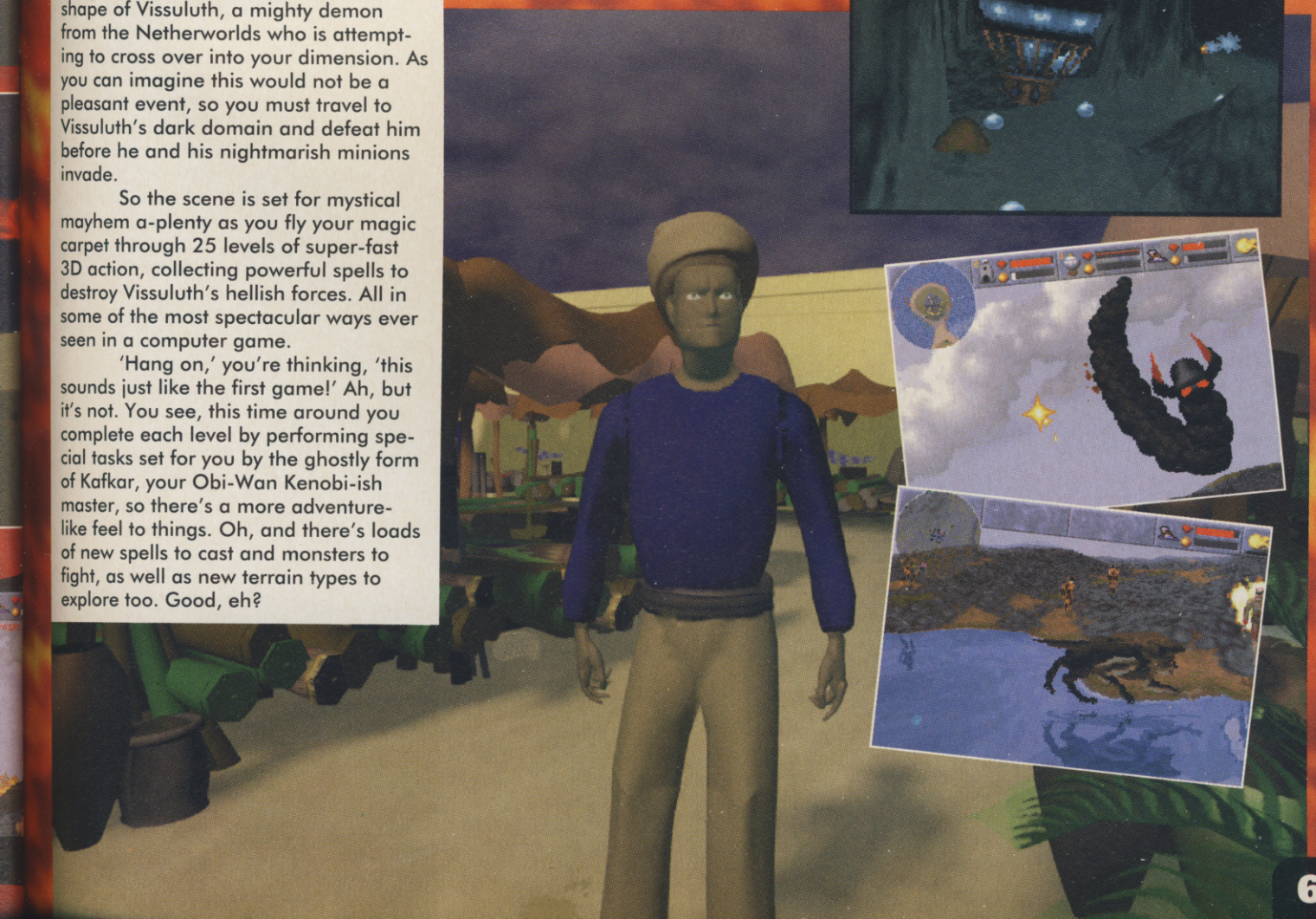
Shake the dust out of your Persian (rug, not cat), slip on your stupid pointy-toed slippers and get ready to twist again like we did last Autumn. Why? Because the gaming gurus at Bullfrog are back – and they've brought the stunning sequel to their superb 3D shoot-'em-up with them, the clever devils!

Of course, after saving the world in the first Magic Carpet you might have thought that your rug-riding days were over, and hoped that your spell-casting alter-ego would be able to live happily ever after. But if you thought that then you're even more stupid than Rad looks – which is very.

Yes, in Magic Carpet 2 there's yet more trouble afoot in the unsightly shape of Vissuluth, a mighty demon from the Netherworlds who is attempting to cross over into your dimension. As you can imagine this would not be a pleasant event, so you must travel to Vissuluth's dark domain and defeat him before he and his nightmarish minions invade.

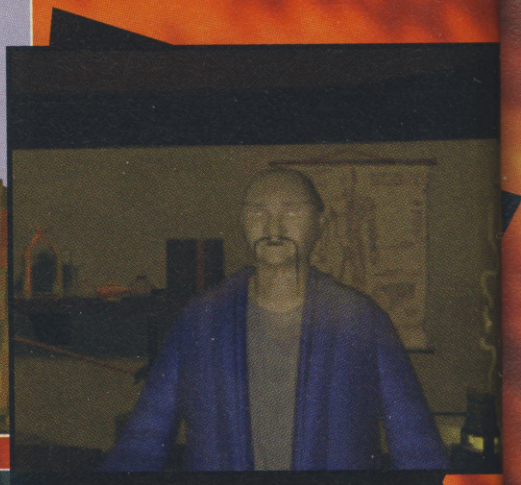
So the scene is set for mystical mayhem a-plenty as you fly your magic carpet through 25 levels of super-fast 3D action, collecting powerful spells to destroy Vissuluth's hellish forces. All in some of the most spectacular ways ever seen in a computer game.

'Hang on,' you're thinking, 'this sounds just like the first game!' Ah, but it's not. You see, this time around you complete each level by performing special tasks set for you by the ghostly form of Kafkar, your Obi-Wan Kenobi-ish master, so there's a more adventure-like feel to things. Oh, and there's loads of new spells to cast and monsters to fight, as well as new terrain types to explore too. Good, eh?



BRAVE NEW WORLDS!

There are three different types of terrain for you to fly over in Magic Carpet 2, each of which subtly alters how the game plays. The first is very much like the landscape in the first game, except that there are patches of snow everywhere. The second is a landscape shrouded in darkness, making it easier for the nasties to sneak up and ambush you. The third is underground, where the narrow passages and tunnels make it harder for the player to out-run the enemy's attacks.



IT'S A DIRTY JOB BUT...

Throughout the game the ghostly grand wizard Kafkar acts as your spiritual guide, popping up now and again to give you advice and tell you what tasks you must complete next. These range from destroying castles to locating magical teleport gates – oh, and killing millions upon millions upon millions of Vissuluth's monstrous henchmen. (Interesting but strange coincidence: Kafkar sounds just like the actor Richard Burton – who is dead, just like Kafkar! Spooky, eh?)

WIZARD JAPES!

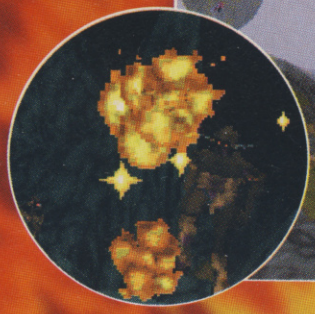
As the game progresses you encounter rival wizards loyal to Vissuluth – some of the deadliest foes you'll ever meet. Although you can shoot them out of the sky, they resurrect themselves after a short while, provided that their home castle is still standing. The trick is to blast them to kingdom come, then seek out their base and destroy that before they get a chance to be reborn. The same holds true for you, though, so it's vital to ensure that your castle is protected at all times.

VERDICT

PC CD-ROM

I never played the first Magic Carpet, so I approached this sequel with a degree of scepticism – after all, I thought, how much fun can flying some tatty old bit of Axminster be? Well, after only a few minutes of play I found out – lots! The game's speed and fluidity is simply awesome – you really feel like you're flying – while the incredible spell effects just have to be seen to be believed. Add to this some top-notch game design and you have an essential purchase for PC owners everywhere.

PAUL DAVIES



SCORES

MAGIC CARPET | MAGIC CARPET 2 | DOOM

GRAPHICS 94
Sexier than Pamela Anderson – so long as you've got a Pentium.

ANIMATION 85
Great – but everything moves so fast you can't appreciate it!

MUSIC 90
Ambient Arabian Nights-style muzak adds to atmosphere.

SOUND EFFECTS 88
Who would've guessed carpet flying could be so noisy?

GAMEPLAY 90
It's even better than the first Magic Carpet.

VALUE 87
Good value, but experienced carpeteers may find it too easy.

OVERALL
An incredible gaming experience that's jam-packed with excitement – there are definitely no bugs in this rug!

92

DOING IT WITH YOUR MATES!

If your PC is connected to your mates' machines over a network (and you've all got a copy of the game!) you can play Magic Carpet 2 head-to-head, with each of your carpet-surfing wizards in a battle to be the last man standing. Of course, it's not something that everyone will be able to try but if you get the opportunity leap at it – it's an incredible laugh and intensely exciting.

VERDICT

PC CD-ROM

I loved Magic Carpet, and so I was moist with anticipation for this sequel – and I'm glad to say that it doesn't disappoint. Bullfrog have managed to improve almost every aspect of the original; the graphics and sound are vastly improved, the gameplay is much more structured and the new spells and monsters are mind-blowing. The only downer is that for an old rug-master like me, it's a little too easy to complete. Still, it's (carpet) bags of fun while it lasts, so I'm not complaining too much. Fantastic.

RAD

The new home cinema...

... read all about it in the November edition of PC Review. Comes with two high-density disks or one CD with up to 28 demos and games and money-saving programs.

The best magazine for the home PC owner. On sale 15th October.

PC REVIEW

WIPEOUT MASTER-CLASS

A COMPLETE GUIDE

FROM THE GAME'S CREATORS

WHO BETTER to prepare pilots for Wipeout's 'ballistic' racing philosophy than the men who invented it. Designer Nick Burcombe, together with his team of programmers and play testers take the game apart – exclusively for CVG!

STRICTLY CONFIDENTIAL

The following is for CVG readers' eyes only. It has not been published to any other magazine. It contains information that enables players to gain instant access to Wipeout's hottest locations, and must not be passed on without the owner of this magazine's express permission.

WEIGHING IN
FIESAR
Perceived by Wipeout play-testers as the best for getting through the game. Despite having a low top speed, Fiesar's ships have an extremely low mass; so collisions with the side of the track mean you just bounce right off again. Of course it's necessary to hit all the speed-up grids to be effective in the Rapier League.

AG SYSTEMS
Second choice for beginners. A better top speed than Fiesar and acute turning ability allow pilots to find success in the Venom League with relative ease.

ACCESS: RAPIER CLASS

Highlight 'one player' on the start-up screen. Press and hold L2 and R2, LEFT on the direction pad, plus START and SELECT. Now press X.

ACCESS: FIRESTAR (SECRET TRACK)

Highlight 'one player' on the start-up screen. Press and hold L1 and R1, RIGHT on the direction pad, plus START, plus (square) and (circle). Now press X.

With these access codes players have opportunity to race the final seven tracks that enable the game's end sequence. No amount of research undertaken on the player's behalf will compensate for the quality of instruction presented over the next six pages. If you want to become an ace pilot in the F3600 Race League, this guide is invaluable. Engage...

AURICOM and QUIREX
Reserved for pilots who have a death wish, as these rocket along 50% faster than the others. However for the purpose of achieving cosmic lap times, Auricom and Quirex are the choice of masters.

WIPEOUT MASTER-CLASS

A COMPLETE GUIDE

FROM THE GAME'S CREATORS

ALTIMA V11
Location: Canada
Length: 5.5 km
Height: 359 m
Surface: F3600
Racing Standard

THEME
TILT

Speed has more to do with road contact than aerodynamics, so Altima introduces players to the importance of raising or lowering the ship's front end. When heading down a steep incline, keeping the nose down increases velocity. However when rising out of this it's necessary to pull up to prevent scraping the chassis on the road surface. Another trick is using the forward/ back movement of the craft is when gaining extra distance over a jump: a little extra lift is gained by pressing forward then pulling back a little before coming to land.

KEY POINTS

1. After a Turbo start (see separate paragraph,) prepare to jump on he air brakes as you reach the first bend.

3. As you plummet toward the dip in the tunnel marked by the Danger sign, pull the nose up to prevent it scraping the road surface. Veer right to clip the no-risk weapon power-up.

5. It's risky, but keep to the left on the snake-like run up to the tunnel. The speed ups make a big difference to your time. Though keeping to the right-hand side provides the most natural racing line.

2. The majority of Speed Ups encountered are on the left-hand side as you climb the hill. Only go for weapons power-ups if your position needs salvaging.

4. Take the speed-up at the top of the hill at an angle, in order to scoot right over the weapon power-up on the left. Given the choice between the two, go for the speed every time – it helps make the jump.

6. Skim the right-hand wall of the tunnel to catch the speed-up, then gently veer to the left for another. The left-hand turn at the exit is quite gentle, so feel confident about hugging it close for the additional speed up. Tap the left-hand air-brake if necessary.

TERRAMAX
Location: Germany
Length: 4.1 km
Height: 121 m
Surface: F3600
Racing Standard

THEME
ADVANCE PREPARATION

Making use of speed-up and weapon grids as guidelines is useful for creating the best racing line. There is usually more than one route, so find the one which suits your style. Usually it is better to adopt the route involving the most speed-up grids, though desperation might force beginners to rely on weapons. Throughout this guide the options are explained for you. Just remember indecision is likely to foul things up big time.

1. Best opportunity of all for a Turbo Start is in the opening stretch of Terramax!

2. Take a diagonal line across from the right lane speed-up to catch the one on the left side before climbing the hill.

KARBONIS

Location: Japan
Length: 3.4 km
Height: 107 m
Surface: Reclaimed Titanium

THEME

AIR BRAKES

The kind of power sliding required in Wipeout has never been experienced for home use. Tap the air brakes as opposed to keeping them pressed for any length of time. Imagine the air-brake places an invisible anchor at the point which it is used, and the directional control which follows moves in an arc around this. Air-brakes are good for guiding ships gently onto speed-up grids, should they fall slightly out of the racing line.

KEY POINTS

1. Best to avoid the speed up at the start, in the left lane. You can cut in front of the others by taking the right-hand route.

2. Hitting the speed-ups in the right lane prior to the tunnel gives the best driving line.

3. Use air-brakes to contain the throes of the ship through the tunnel, and aim to exit on the right of the track for the dip ahead.

4. Push the nose forward and to the left for maximum velocity down the hill – there is a speed-up in the left lane.

5. Take advantage of the speed-ups in the right-hand lane by tapping the left air-brake.

6. If your power is up, keep the nose down when making the jumps to maintain speed.

7. Use the weapon and speed-up icons as guidelines for the perfect racing line through the chicane.

8. Air-brakes are only necessary through this final section when competing in Rapier Class.

3. Keep to the left at the verge to take into account the twin speed-up icons.

4. Guide the ship through the speed-ups on the left and right, using the latter to line up for one on the inside corner before the tunnel.

5. Use of air-brakes is advised through the tunnel, especially so with the dual speed-ups on the inside of the right-hand bend.

6. Ignore the dual speed-ups if you want to take advantage of the weapon power-up in the right-hand lane.

7. Apply the right-hand air-brake if you plan using the speed up before climbing the ramp.

8. Position yourself to the right when taking the jump, this lines you up for a speed up on landing.

9. Ignore the weapon power-up in the right lane – take full advantage of the speed-ups instead!

10. Tip the nose down when flying off the crest of the hill to reach maximum speed.

WIPEOUT MASTER-CLASS

A COMPLETE GUIDE

FROM THE GAME'S CREATORS

KORODERA

Location: Russia
Length: 5.4 km
Height: 210 m
Surface: Carbonic Iron

THEME

In truth Wipeout tracks are pretty well balanced. There is no right or wrong way about them. However junctions require more commitment. Sony Interactive have tried to be as informative as possible regarding this area, but in the end the choice is yours. Sounds crap, but that's the way it is!

KEY POINTS

1. At the junction, the left lane leads to speed ups, and is therefore the better option.

2. Only head right for the weapons if you have positioned badly, or want to make doubly sure of a lead after a successful Turbo Start.

3. Keep a straight line down the middle of the three speed-ups in this chicane, applying the left air-brake, only slightly, as you exit.

4. Reign in on power to squeeze into the left side of this tight bend to hit a couple of speed-ups which boost you back into action.

5. Only the last of the three sharp bends requires air-brakes, and only then if you're racing heavier craft. AG Systems and Fiesar have no need. Whatever the case, cut deep into the final right-hander to snag the speed-up in the right-hand lane.

6. Aim to take off from this ramp from the middle, and make only small adjustments in the air. The lie of the track below is deceiving.

7. Approach the sharp left-hander at the bottom of the hill from the right-hand lane. Forget the weapon grid. This line allows you to cross over 2X triple speed-ups!!!

8. In the slow right-hander which leads to the final tunnel, stay central to skim all the speed ups. Adopting either the left or right lane causes you to miss out.

TURBO START

Place first after just one lap! The trick is to monitor the power of the thrusters so that the red, transparent bar is on the second line from the end when the commentator shouts 'Go!'. To gauge this visually, look for the orange light then hit the button. Those who prefer to listen for a prompt, concentrate on splitting the word 'one' straight down the middle.

THEME

CONVICTION

Choose a ship, and stick with it! At this stage in the championship pilots must be accustomed to the nuances of their craft, otherwise sections such as the snake tunnel in Arridos become a total embarrassment in front of other pilots. Without dedication to one particular machine, it's unlikely you'll be able to pick up the kind of skills mentioned elsewhere in this manual before more skilfully robust competitors.

KEY POINTS

ARRIDOS IV
Location: USA
Length: 6.04 km
Height: 245 m
Surface: Blasted Sandstone

1. Head straight down the middle of this bumpy section – trying to hug the corners will only make you crash!

2. Rapier pilots need air-brakes in this tunnel, whereas it's perfectly feasible to swing on through without a care in Venom Class conditions.

3. Keep the nose down when plummeting down this hill, as this increases velocity.

4. Choose the right-hand route both times when confronted by these junctions. The first hides a speed-up, which fires you on to take advantage of two more in the next. Apply the right-hand air-brake for assistance into the second stretch, or keep left and cross over the speed up to the right as you exit the first junction.

5. Careful about using the Turbo Boost on the second jump – there are height restrictions in Arridos.

6. Hug the left-hand wall of the tunnel to gather the speed-ups as you exit. Pull up as you cross the second otherwise the ship bumps the ground.

7. Prepare to turn deep into this second right-hander, using air-brakes. The triple speed-up is a god send for the open road ahead!

OVERTAKING

Enemy craft are programmed to block your path, but take a moment to recognise your existence. Choose your moment, then lure your obstacle to the extreme left or right lane. Now quickly move out into the opposite lane and power ahead. Sportsmanship, as a rule, isn't written into the F3600 code.

2-PLAYER LINK STRATEGY

Head to Head competitions are won and lost on weapons skill, no doubt about it. Best way of stopping a player's fun is to observe their strategy first, then exploit their weaknesses. Racing out in front the whole time is risky, which is why experts hang back for two laps, keeping the 'enemy' in sight, before loosing a missile in the run up to the final stretch. Two people going for the same gag kind of forces speed to take a back seat, though!

'Revcon' is most effective on pilots negotiating tricky chicanes. Use of this icon when rivals have an open stretch ahead of them is totally wasteful!

'What's This?' disables an opponents' weapons recognition system. They cannot arm their ship until the effects wear off.

WIPEOUT MASTER-CLASS

A COMPLETE GUIDE

FROM THE GAME'S CREATORS

SILVERSTREAM

Location: Greenland
Length: 6.4 km
Height: 232 m
Surface: Artificial Crystal

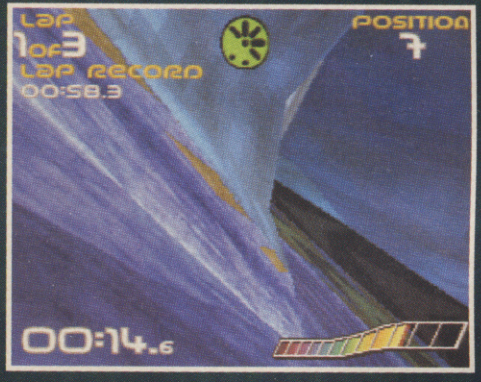
THEME

SEVERE AIR BRAKES

SilverStream is comparable to an Olympic Bob sleigh run. There is absolutely no time to make a wrong decision here, and skilled air braking is tantamount to success around the 90° bends. Naturally this is the hardest course in the game to come to terms with – it is, after all, the final challenge before moving on to Rapier Class, and from there to FireStar. Sony Interactive claim SilverStream is even tougher than FireStar, if that's any consolation to frustrated pilots. Practice pays off in the end.

KEY POINTS

1. Definitely head left at the start. It's steep and requires the speed-ups to get you motivating but the weapon grids and speed up on the descent are worth it. Careful to lean hard right to avoid smacking into the wall at the bottom though. Air brakes are useful for gliding into the tunnel.



2. Using flawless air-brake tactics, turn hard left soon after hitting the triple speed-up!

3. Air-brakes again for the ensuing right-hander.

4. Again predict the curve before launching into the speed-ups at the bottom of this hill. The left-hander is tight, plus you need to pull back slightly on the D-pad to prevent the nose from scraping the road surface.

5. Take the left-hand fork at the bottom of the hill, lining yourself up on the left for the speed-up on the verge.

6. Head left once more, through the tunnel where it's safe to gather all the speed ups. Careful of the double as you approach the left-hander, though. Avoid it unless your air-braking is exemplary!

7. Rocket over the finish line by adhering to the inside right when crossing the triple speed-ups, and stab the right-hand air-brake.

THEME

WIN OR LOSE

Once FireStar is entered into the Championship, players are required to race through all seven circuits before enjoying the game's end sequence. Fail here and you lose everything. And you will fail – unless you take heed of the Key Points mentioned here. Sony Interactive would like to wish all pilots the best of luck. CVG would like you to know the effort is most definitely worth it!

KEY POINTS

FIRESTAR
Location: Mars
Length: 6.3 km
Height: 198 m
Surface: Unknown

1. Follow the road to the left at the start, toward the small ramp. It requires the least adjustment.

2. As you fall, aim toward the right lane in order to line up for the left-hand side of the junction ahead. You gain a speed boost plus a weapon as reward.

3. Keep hugging the inside of the left lane to benefit from the double speed boosters which are hidden from view. Aim to glide slightly over to the right after doing so for the weapon.

4. Stay central for the duration of the jump that follows. Only drift to the left upon landing for the double speed up. Then back over to the right for a triple, and again back to the left for another. Steer right out of this. How's your stomach!

5. After a small climb there is a weapon grid closely followed by a triple speed-up. Go for it, of course, but be sure to use the right air brake to avoid hitting the boundary.

6. Ignore the speed up as you round the bend. Take the line indicated by the weapon grid as it heads directly for a triple speed up. Otherwise there is a strong possibility you could crash – especially at this speed.

7. In the section containing multiple weapon grids, keep tapping the fire button in the hope of gaining a Turbo Boost. Probability is on your side.

8. Skim the triple speed-up on the upward slope toward the right-hand bend, then aim left for the double speed-up. Lastly aim right for the double speed-up prior to the weapon grid.

9. Finally, on the last section, veer right for the double speed-up on the bend, then quickly to the left for the triple. That's five speed-ups to power you across the finish line victorious!!!

TACTICAL WEAPON USE

Shield – Hang onto this. If you're confident of your racing ability, having performance ruined by mines or missiles is unbearable.
Turbo Boost – Great for overshooting corners. However, avoid using off of ramps where height restrictions are in operation.
Mines – Lay across the track on approaches to a take off; or in blind spots where someone riding your tail cannot see – until it's too late!
Shock Wave – Ruins an opponents driving line through 'S' bends. Always wait for a good corner before letting loose.
Rockets – Move aside the moment its fired, otherwise prepare to roast on someone's afterburner!
Missiles – Disabled craft take a while recovering, and are best left to do so once you've passed them by. So use close in wherever possible, leaving about two ships length between you

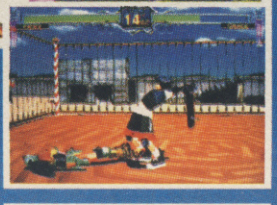
VIDEO

In the coin-op world, the Japan Arcade Machine Manufacturer Association (JAMMA) show is the event of the year. CVG reports from the huge Makuhari Messe centre in Chiba, Japan, with news of the hottest videogames coming your way in the near future.

FIGHTING VIPERS

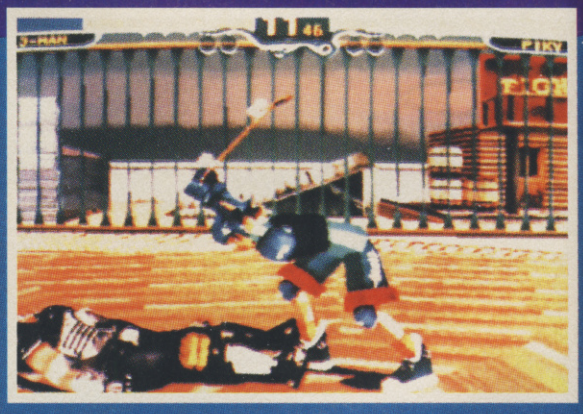
- Beat-'em-up
- £TBC
- Sega
- 1-2 Players

'DOMINIQUE AND BAHN'
A metal sheath adorns Dominique's forearm, which she uses to lash out at foes. Same goes for the shin-guard. Dom looks pretty lowly compared to Bahn in his princely attire. So far as we know Bahn has no weapons except, of course, his fists.



'PICKY' AND 'GRACE'
Picky keeps a skateboard strapped to his back, which he uses to smack his foes all about with overhead swipes. For protection he depends on skate armour. Grace is a roller-babe, her shin pads shield her slender legs while dishing out extra damage too.

RAXEL AND 3-MAN
Unfortunately we have no pics of Raxel – the long-haired guy who wields a guitar. 3-man, however, is seen here taking a beating from Picky. He looks like a cross between a riot-cop and an American footballer.



THE FACT THAT FIGHTING VIPERS COMES FROM AM2 SAYS IT ALL. It seems the wait for Virtua Fighter 3 is extended, as this is obviously where the Yu Susuki team's energies have been focused of late!

Vipers is a 3-D fighting game developed for the Model 2 board. Comparisons to the Virtua Fighter series are inevitable, but there are many unique features to Vipers. First obvious difference being that the characters wear gang-land skate, and club gear as opposed to traditional martial arts attire. The choice of colours here is much brighter than VF2, and the special effects accompanying moves are far more extravagant. Gameplay is also notably faster, ensuring that adrenaline levels soar almost immediately.

Looking into the gameplay, the most immediate change to VF2 is the presence of enclosures. So Ring Outs are gone, and in their place a far more acceptable technique of being able to smash opponents against the wall. This is achieved in a similar fashion to Sarah's Flip-Kick Combo, where a succession of punches culminate in the 'pin.' Certain combinations of moves, when used at the close of a match, can even hike fighters right over the top!

What do you do when your back's against the wall? Well, each fighter has a Killer Instinct-style breaker which allows them to get out of trouble – either by throwing the aggressor off balance, or slipping out of reach. Some fighters are able to use weapons, though not at all in the same way as Namco's 'Soul Edge.' In Vipers, weapons adopt the form of Skateboards and Guitars! Read the miniature profiles to find out some more on that.

There's no getting away from the fact Fighting Vipers plays similarly to the Virtua Fighter games. But CVG gets the impression AM2 wouldn't want it any other way – they want this game to be accessible. If this means keeping it 'easy' at the base level, that's fine. Besides, we're almost certain Vipers has many hidden depths.
It's coming to Saturn, and you saw it here first!

JAMMA SHOW HIGHLIGHTS

DROME SPECIAL EDITION

SOUL EDGE

- Beat-'em-up
- £1 per play
- Namco
- 1-2 Players

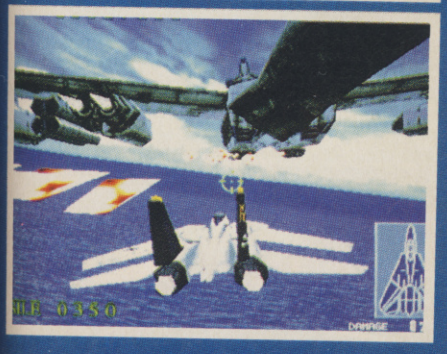
Fresh out of Namco's arcade R&D is a weapons-based fighting game developed for the System 11 board, as used by the Tekken games. Evidently the standard of graphics has improved yet again, and the control system has changed accordingly. The designers have taken the Virtua Fighter route and implemented just three buttons: guard, punch, and kick. From this you can gather that most moves are performed in the Street Fighter 2/ Fatal Fury style, plus there's the ability for some characters to sidestep attacks – à la Toh Shin Den.

So far we have seen eight characters, The Barbarian with the axe is called Rocky. More heavy-duty kit is wielded by Siegfried, a Knight, and Mitsurugi, the Samurai. Mina flourishes a Bo. Taki bears close resemblance to a Ninja and Vold is the ageing mutant bladesman.

System 11 is proving itself ever more capable of matching Sega's Model 2 – just look at those amazing structures in the background! Also significant about Soul Edge are the lighting effects, which Namco are especially proud of. Day turns to night or vice versa in the final round. Flares trace the moves of special attacks.

What is surely the best part of this news is that we are almost assured a home version before Christmas next year.

SKY TARGET from Sega is an OK progression of the After Burner series. Wing Arms is probably better.



(LEFT) Sega NetMerc is currently playing at Hamley's Metropolis in central London. Stereo speakers blast from the console behind the player, as you are transported to a virtual battlezone inside the VR helmet. Kill the mechs to survive!

VIDEO DROME

- Racing
- Konami
- 1-2 Players

(ABOVE) The only way to avoid feeling totally sick is by closing your eyes. Everything looks so real!

(ABOVE) Anybody fancy loosing their cool for a few minutes – not to mention your lunch!!!

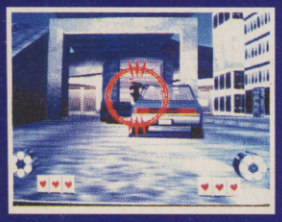
ANY GAME THAT COMES WITH A HEALTH WARNING has got to be worth a look. Konami's Speed King is a futuristic racer similar in concept to Wipeout, only it's taken to the furthest extreme! The game is site-based; so is delivered as a pod mounted on hydraulics, surrounded by a safety enclosure.

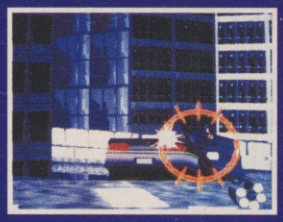
Two seats are found inside the pod. Speed King is a one-player game so the second is intended for a passenger. There are seat belts here. Already this doesn't look too comforting! Once strapped in place by a Konami official, the doors close and the game sequence is initiated...

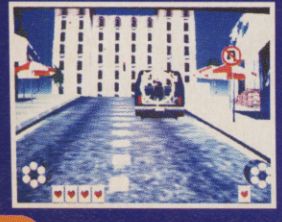
An options screen gives players the choice between Mild or Hard motion. So you choose hard, right? Well here's what happens next. You and your virtual hover jet (there's a choice of two) are launched on to the streets of Neo Kobe, and left to struggle with the controls as the craft is bounced over ramps, falls hundreds of feet, and is thrown around bends. Tilt controls situated behind the steering wheel allow for even tighter cornering; banking the machine wholesale on its supports. The benefit of being strapped into this Emaginator-type machine is that you feel everything – G-Force is simulated by whirling the unit through 360 degrees. FAST!!! The pictures don't do the game justice. Speed King is literally breathtaking!

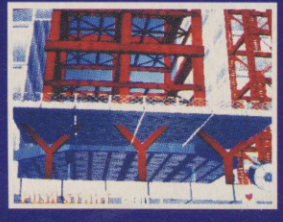
VIRTUA COP 2

- Shooting
- Sega
- 2 Players

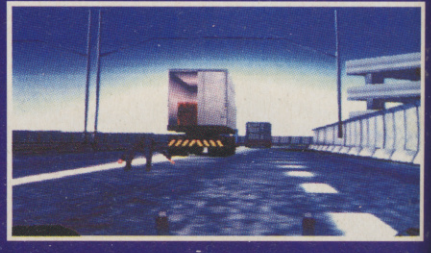




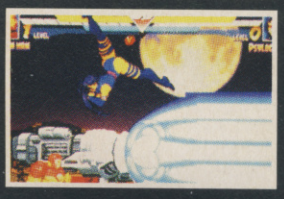




VIRTUA COP 2 runs at twice the frame rate of its predecessor (60 as opposed to 30), allows for greater field of vision, has the reputation of AM2 behind it, AND still supports two-player simultaneous action. Best of all, the playing field is now 10 times larger than VC1. The action is intended to capture the feel of a full-blown Hollywood movie. To this end scenes include a car chase, a shoot-out on an ocean liner, and a repeat performance – maybe – of the Underground scene in Die Hard with a Vengeance! Well, perhaps not.

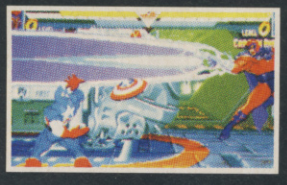


THANKS...
to everyone at Deith Leisure for their kind assistance



- Fighting
- Capcom
- 1-2 Players

MARVEL SUPER HEROES



(ABOVE) Captain America almost loses his head.

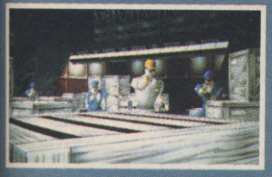
ALREADY CAPCOM HAVE A STUNNING NEW SEQUEL to the awesome X-Men: Children of the Atom. As the title suggests, the game sees Spiderman, The Hulk, Captain America, and Iron Man join the fight for best beat-'em up-ever – EVER! 'Get ready to be blown away,' as Capcom like to put it. They could well be right. For all the features which made the original so popular are now refined and updated. Hyper-X moves are now more outrageous than ever. The super advanced combo system is augmented also. The full cast is as follows: Hulk, Wolverine, Spidey, Magneto, Juggernaut, Iron Man, Psylocke, Capt. America, Shuma-Gorath and Blackheart.

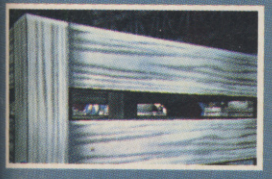
As they fight, they seek to collect 'Infinity Gems' from defeated opponents, which serve to dramatically increase their super powers. Collect all six – Time, Reality, Soul, Mind, Power, and Space – and, it is said, that a player's whole fighting style is destined to change!!! This game is so powerful. But powerful enough to defeat Thanos at the end of the game? Only your skill can decide that.

Sadly we still have quite a wait until the finished version is released worldwide, but rest assured CVG is hot on the case!

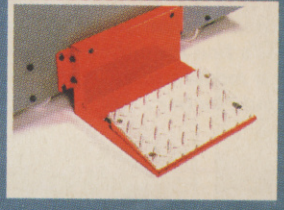
- Shooting
- Namco
- 1 Player

TIME CRISIS

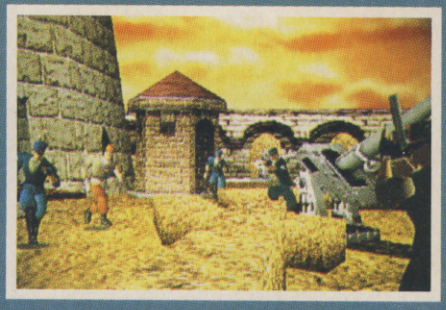


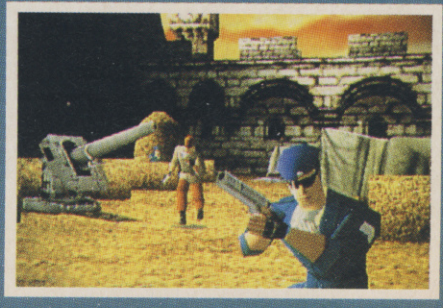


WORRYING NEWS FOR SEGA, this. Time Crisis makes Virtua Cop 2 look almost dated by comparison; the power of the Super 22 System used is phenomenal! The whole Point and Shoot theme receives a whole new feel too, with the benefit of 'Hit-and-Hide' – the ability to duck and cover out of trouble by means of a foot-operated Action Pedal. As you aim to blow away the uniformed guards, your hand-gun recoils almost like the real thing. Rather than being confined to horizontally scrolling scenarios, players are transported on elevators, run Doom-style through corridors, find themselves surrounded in castle courtyards. The new features in Time Crisis may well persuade Virtua Cop loyalists to switch sides. However they'll be doing it alone.



(LEFT) Namco's Action Pedal, which enables players to duck out of harm's way.





in the

Seems you lot are on a role with all your technical know-how cantankerous opinions of late! If things carry on this way there'll soon be a mag called *In the Bag* on the news-agents' shelf with a small section called CVG inside! Which do you think is best, Saturn, PlayStation, or PC? We need to know! Send your letters to: My Advice to You, In the Bag, CVG, Priory Court, 30-32 Farringdon Lane EC1R 3AU.

Dear CVG,

I, like many other gamers, am fed up with paying artificially inflated games prices and so I was very excited to read your article on the new games and hardware rental scheme. Now instead of having to spend £900 plus for hardware and software, you can sample both for a fraction of that price. By the end of the article I was halfway to cloud nine. Then I read the next two pages and came across a piece called 'Rent Boy' and after reading it I hit the ground like a lead balloon.

Why? Because the article questioned whether or not games machines will be required any more. I've been an avid reader of CVG since the classic era of the Speccy and intend to continue reading when the likes of the Ultra 128 and M6 Accelerator hit the shelves. Your 'zine has been my biggest influence on which games to buy. It's a piece of gaming history and I hope it will remain to fight companies who try to release 'dodgy' games to take advantage of the new rental system. Long live CVG.

John Allen, Carrick Fergus, North Ireland

CVG: Sob, sob (sound of hanky filling noisily). You're too kind. Seriously, if you re-read the article, we're not suggesting that CVG's days are numbered – perish the thought – but that certain lesser 'zines might be in trouble. Fear not, John, we intend to continue our tradition of professional, insightful games coverage for many years to come.

SUNNY SIDE HAND-HELDS

SOMEONE LOVES US SHOCKER

Dear CVG,

If portable hand-held machines are wasting too much power, why not make them solar powered? If there's no sun (which shouldn't be too often), you could stick batteries in them then.

C McDee, Fife

CVG: There actually was a short-lived trend in solar-powered hand-held games back in the mid-Eighties. However, while that's fine for one-screen games with five frames of animation, it's simply not practical for a modern release like Donkey Kong Land. The solar cell for one of those monsters would be hard enough to carry on your back, let alone hold in your hands!

ebag

ORDER! ORDER!

Dear CVG,
I am a 15 year-old Ugandan boy and a total video games fan. I have read two of your issues which I loved and from which I got your address. I would like to order your August '95 issue or the back issue where you reviewed Donkey Kong Country. Unfortunately I don't have any access to order forms so could you send some so that I could order? I would greatly appreciate it. Thanks for your time.
Katawonga Kizitio, Kampala, Uganda.

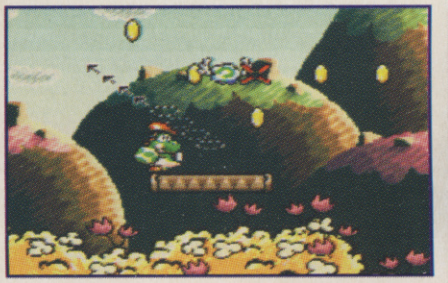
CVG: Hi there, Katawonga. The best person to contact about back issues is Subscription Enquiries, who can be contacted at CVG Subscriptions, Tower Publishing, Tower House, Sovereign Place, Lathkill Street, Market Harborough, Leicestershire. England LE16 9ES. Alternatively, they can be contacted on (England) 01858 468888. Hope that helps.

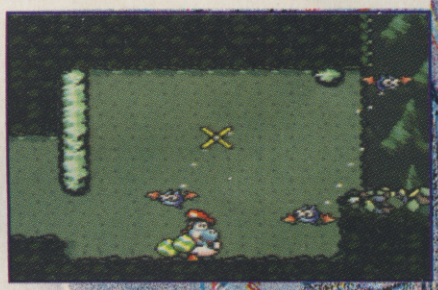
ALEX SAY THAT PUBLIC SAY...

Dear CVG,
I am sure that the PlayStation will win the format war and intend to buy a UK PlayStation as soon as possible. Sega are martyrs to the consumer and are dogged by failed ventures because the public do not know what they want. 'What?' I hear you shout, but think:
Public say: "We want 16 bit." Sega release Mega Drive.
Within 2 years of the SNES' launch, it has outsold Mega Drive.
Public say: "CDs are trendy." Sega release Mega-CD. No-one buys it.
Public say: "Next Generation costs too much." Sega release 32X. No-one buys it. Public say: "We want 32-bit." Sega release Saturn, a rush job which is generally considered second-best. I feel sorry for Sega.

Meanwhile, Nintendo have made it company policy to ignore public demand - eg waiting until now to release Yoshi's Island. Too late, Mr Miyamoto, I sold my SNES a year ago. Sony on the other hand have produced a powerful machine, are releasing at the right time for the right price, have the software support cheaper than Sega or Nintendo... need I go on? OK, Sony have no experience as videogame manufacturers, but as Atari's track record proves, you don't have to be inexperienced to be clueless.
Alex H, Manchester

CVG: Hmmm. The issue of how much manufacturers should be swayed by public trends is an interesting one, but Sega's Mega-CD and 32X failed for far more boring reasons – ie the software support was utterly crap! As for the Saturn vs PlayStation question, it's much too soon to say...





TOO MUCH OF A GOOD THING

Dear CVG,
When is this barrage of Next Generation machines going to stop? I want to buy one, preferably a PSX, but am worried that something else new and lush, i.e. Ultra 64, will be the best machine in a year making my machine outdated and poo! Things are going so fast that one minute you're playing a lovely texture-mapped polygon-fest of a game for £300 – £400 and the next there's a new machine, same price as yours, running ray-traced, light-sourced graphics with lens flare and real time! I don't know whether to buy or sit on my fat arse missing all the fun.
Tom Hughes, Wallingford, Oxon

CVG: Some people are never happy, are they? Present them with a load of cutting-edge machines to choose from and they whine 'cos they can't decide which one to have. Our hearts bleed... All we can suggest is the obvious: read up on the machines you're interested in (preferably in CVG), try a few shop demos, wait for the official releases and decide which bit of hardware suits YOU. And think games. Remember, the most orgasmic texture-mapped graphics won't be worth a ZX81 if the gameplay stinks.

HELP!

Education can be fun – when it's CVG's 'Help!' pages. So, whether you want to get the lowdown on Killer Instinct or a DIY CD-ROM kit (!!!) these two info-heavy pages should be your first port of call to an A grade pass in anorakology.

CONTROL FREAK

Dear Help!
One of my friends is about to sell his American SNES with a few games and a couple of pads and I'm interested in buying it. Thing is, I already have a PAL SNES but only one pad and want to know if it's safe to use the American pad on the UK machine? I know this might sound like a dumb question but I remember reading something a couple of years back that said it was dangerous to use American or Jap pads on PAL machines. I'd be grateful if you could tell me as I much prefer the indented buttons of the American pads to the UK one. Cheers.

Karl Moody, Dunston

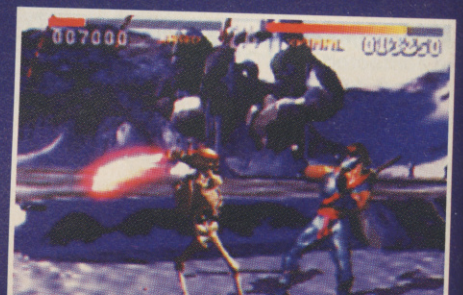
CVG: Actually your question isn't as stupid as many readers might be thinking. A couple of years back there was a rumour that using non-country specific pads on different machines might either damage the SNES, the pads, or both. Rest assured it doesn't affect either and we swap pads all the time here at CVG. If only using American games on a PAL machine was as easy

KWESTIONS

Hi Help!
I've have a few questions about the awesome Killer Instinct that I'd be grateful if you could answer for me.

1. I read in another magazine that the American version of KI will come with a CD of tunes from the coin-op. Will this be the case with the UK version of the game?
CVG: We doubt it, but it is possible considering the steep £55 price tag.
2. I read in the same magazine that Cinder had been chopped from the SNES version. Is this true?
CVG: Kind of. Cinder was originally taken out because of lack of memory space. Rare know that he's the least popular character and figured it wasn't too much of a loss if the freed up space allowed them to incorporate everything else from the coin-op. However, being the programming Gods that they are, they've not only managed to squeeze in all the code but somehow find room for Cinder as well!
3. What size will the cart be and is it bigger than DKC?
CVG: 32 Meg, the same size as DKC.
4. And finally, is the SNES version as good as the original coin-op?
CVG: Yes, it's very faithful considering the massive technical difference between the humble SNES and the custom built and pretty darn expensive coin-op hardware. Be warned though, the PAL version is quite slow in a Streetfighter kind of way.

Lee Grogan, Sheffield



NOSTALGIA FREAK

Dear CVG,
I'm probably considered to be one of your older readers (I'm 34) and am desperate to play some of those classic 8 bit Spectrum games. Unfortunately I got rid of my Speccy a few years back and am finding it surprisingly tough to track down a decent second hand one. I've read about C64 and Spectrum emulators in the Amiga mags (I own an A1200) and would therefore be grateful if you could answer the following questions.

1. What sort of price are the emulators and do they come with any software?
CVG: The price varies considerably but for around £15-20 you could expect to get either a Speccy or Commodore emulator with 100+ games.
2. Do you need any additional hardware to run them?
CVG: No, the emulators will run on even a bog standard A500. However, because these are emulators the games will run much faster if you have an accelerator as the processor won't have as much work to do converting the original 8 bit code to something the Amiga can understand.
3. Are emulators illegal?
CVG: Quite probably yes, although you could argue that the PD companies and emulator creators make little cash out of them.
4. Are there other machine emulators available on the Amiga?
CVG: Yes, you can get MSX, BBC, PC, Mac emulators and probably others too.

Joseph Coots, Bristol

32X WORRIES

Dear CVg,
As a 32X owner I'm becoming increasingly despondent at the way both software houses and the public alike seem to be continually slagging the machine off and saying it has no future. I'm seriously considering selling the machine along with my Mega Drive 2 and software collection and upgrading to a Saturn. However, before I do, I'd be grateful if you could answer these questions and put my mind at rest.

1. Do you think the 32X has a long term future?
CVG: To be honest, the answer has to be no. As you say both the software houses and the public saw the 32X as a stopgap and have waited for superior machines like the PlayStation and Saturn to appear. We'd be very surprised if the 32X was still doing much business a year from now.
2. What do you think of the 32X conversion of Virtua Fighter?
CVG: Well, we haven't seen a finished version, but what we have seen looks superb. Obviously the graphics aren't quite as detailed as the Saturn version, but the animation is just as smooth, and there are NO glitches! Quite an achievement we reckon.
3. Is there any other good 32X software worth hanging around for?
CVG: The Scavenger Team stuff looks very cool (as always.)
4. Would you lot rather buy a Saturn or PlayStation?
CVG: It's much too early to say. Though CVG is astonished at the quality of the initial PlayStation line-up, there's equally amazing stuff coming down the line for Saturn. We've played Sega Rally, seen Virtua Fighter 2, and they are UNBELIEVABLE! So, we suppose the answer to this question is: 'Keep reading CVG!'

Steve Formby, Liverpool

(ABOVE) Virtua Fighter on the 32X plays identically to the Saturn version. Not bad considering the massive price difference between machines!

STATION SNAX

Dear Help!
I can't wait to get a PlayStation next month and I've got a couple of general questions that I hope you can answer:

1. Will Datel or some other techy company come up with a CD or something that plugs into the memory card slot which allows you to play games from the USA and Japan?
CVG: Apparently this is proving very tricky to do, but if anyone can pull it off then it's Datel.
2. Can you use saved positions from Jap games on their English equivalents? For instance my mate has Jumping Flash saved on his Jap PlayStation and I wondered whether I'd be able to copy his card once I get the PAL version of the game.
CVG: It may work with some games, but for the majority it won't. There are quite a lot of changes made to games when they're converted from NTSC to PAL so it's likely that you'll have to play the game through yourself we're afraid!
3. If I buy an English SCART lead, will I be able to use it on my mate's Jap PlayStation?
CVG: Yes.
4. Will there be PlayStation games that come on more than one disk?
CVG: Yes, Novastorm and Wing Commander 3 for instance. It's not yet known how much more expensive, if at all, these multi-disc titles will be.

Clem Parish, Suffolk.

CROWN JEWELS

Dear CVG
I have a collection of old CVGs that I don't have the room for anymore. Do you think they would fetch much money?
CVG: Hey, every issue of CVG is priceless folks!!! But seriously you don't say how old the magazines are, how many you have and what condition they are in. Why not try putting an ad in a games mag or perhaps the computer section of a local paper and seeing what kind of response you get.

Mark Reegan, Cornwall

HELP!

COMPUTER EXCHANGE

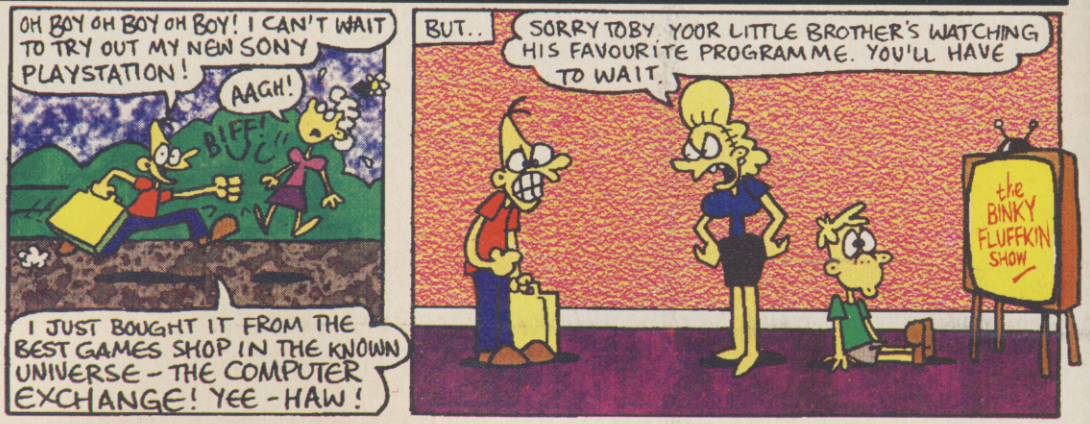
SONY SEGA Nintendo IBM PC 3DO NEC ATARI SNK

(0171) 636 2666

Check out our funky new Website: http://www.cex.co.uk/cex/

COMPUTER EXCHANGE Presents

HERE'S TOBY



COMPUTER EXCHANGE

We're the bloody best.

VISIT OUR GAMING BRANCHES:

32 RATHBONE PLACE, LONDON W1P 1AD
OPEN 7 DAYS A WEEK
(0171) 636 2666

282 STATION ROAD, HARROW, MIDDX, HA1 2EA
OPEN MON - SAT
(0181) 427 5800

C:\AD23-9.PM5

AGILE WARRIOR: F111X

Developed by: .....VIE

Released by: .....VIE

Out: .....November

90% complete

No other versions planned

No other versions available

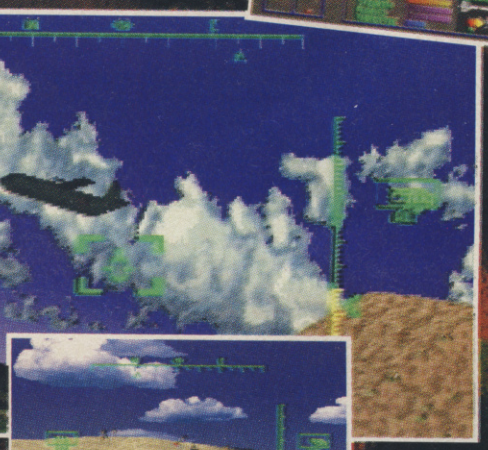
PLAYSTATION

agile warrior: f111x

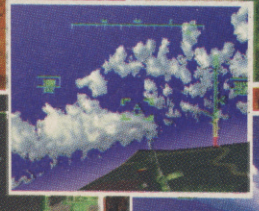
It sounds like an SNK beat-'em-up, but it's not. So there.

THERE'S A POINT in every young boy's life when he dreams of being a fighter pilot. Fortunately this is usually just a passing phase, otherwise the world would be chock full of fighter pilots and there'd be no-one to work in kebab shops, which would be a disaster. But there are some people (generally those who later take jobs in the RAF) for whom fighter piloting remains the focal ambition of their lives. Now, given the danger level inherent in this career (almost that of kebab work) it might be a good idea if these chaps got into video games instead. For starters they'd spend all their time sitting in their rooms in the dark, straining their eyes and wasting their muscles to a point where they'd never pass the Air Force medical anyway. And for finishers they'd be able to indulge their soar-and-swoop fantasies without having to kill anyone or be killed themselves. And then we'd lose loads of wars and end up as wood-wearing slaves to a despotic post-apocalyptic warlord with an eyepatch.

Anyway, this is straying from the point a bit. What we're leading up to is the fact that there's a new air combat game coming out for the PlayStation, hot on the heels of Namco's rather natty Ace Combat. It's from Virgin, which is a good sign, and it's called Agile Warrior: F111X. And we're going to tell you a bit about it.



All on flight BZ4203 are about to become charcoal.



Aim, fire, miss and then aim, fire and miss again.

BRIEF ENCOUNTERS

If only Hans-Karloff Megasedee had thought about the terror he was unleashing upon the world when he launched his eponymous add-on, we might all have been saved such a gruesome fate. Yes, we're talking about FMV, and Agile Warrior is the latest game on the scene to employ this nefarious device. Each mission kicks off with a fully FMVied briefing in a secret bunker, with those weird see-through map board things. And, for once, it's pretty good.

DESTRUCTION DERBY

Developed by: ..Reflections

Released by: ..... SIE

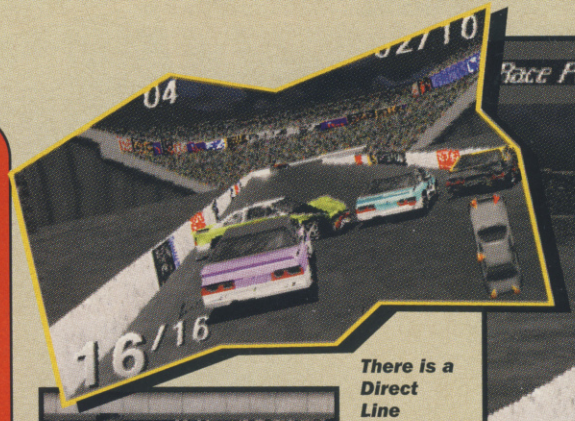
Out: ..... November

90% complete

No other versions planned

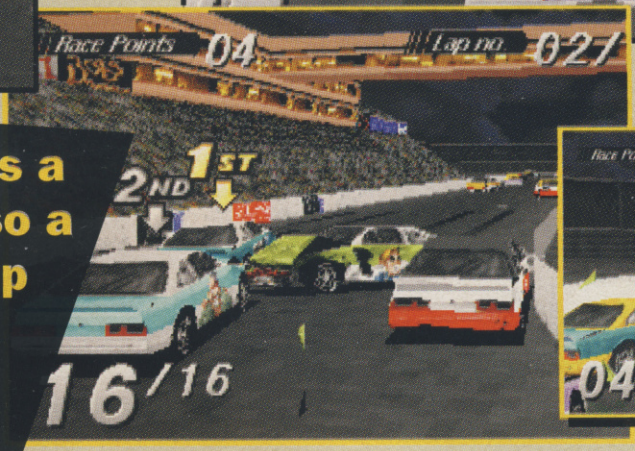
PlayStation version available

PC CD-ROM



There is a Direct Line option for repairs.

If you're in a Wreckin' Race then you've got to accrue some race points

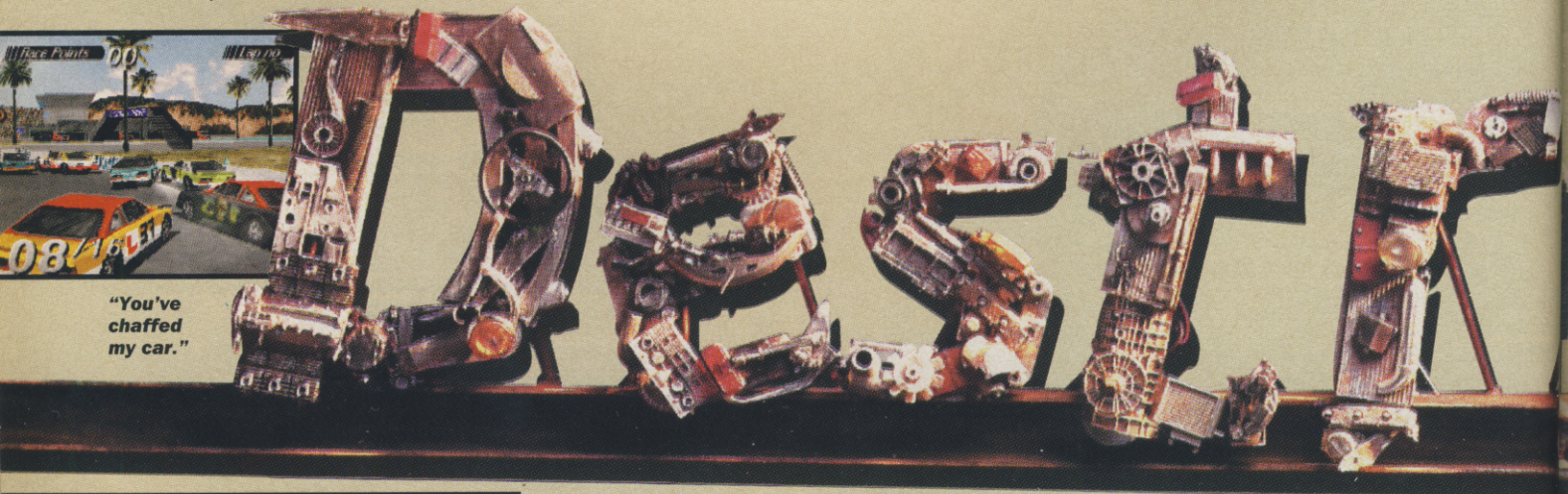


It's a town in the Midlands, it's a race in Epsom and it's also a pre-eminent smash-'em-up car racer on the PlayStation, and now it's colliding its way on to the PC...

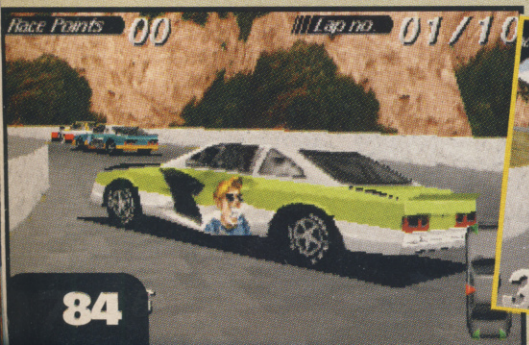
THERE'S SOMETHING ROUGHER and readier about stock car racing than yer Formula Ones, or yer Le Mans 24 hour endurance race. WIth stock car racing it's just race, bash and then crash, and the winner probably celebrates with a pint of light and bitter and a pie, rather than a bottle of Bollie and nibbly bits.

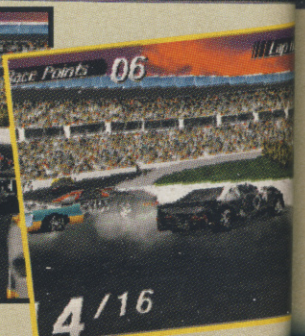
Destruction Derby (pronounced 'darby' for all you elocutionally challenged) the videogame, though somewhat ironically, is actually a lot classier than its racing peers (we know as we scored it a 94% on PSX last ish). The reason for this is that so much more has been put into the game than just racing around the track trying to be first past the winning post. Although if that's how you wanna play the game you're more than entitled to play it that way à la Ridge Racer, NASCAR Racing et al. What makes this game so appealing to PlayStation gamers, and soon to all of you in PC Land is the 'destruction' element. The latter comes into its element in the Wreckin' Racing tournament as here it's about earning points by smashing into the other motors. The more you spin a car then the more marks you earn, eg turn a car 360 degrees and you earn a hefty 10 points.

The Bowl is the best place to learn about destroying other cars though, as here there's no racing tracks to distract you, it's just out-and-out carnage. Those of you who pored over the DD PlayStation review last ish can more or less expect the same from this CD that goes into your PC machine.



"You've chaffed my car."





THEY SAY THEY'RE THE SAME BUT THEY'RE NOT THE SAME

Sony Interactive (erstwhile Psygnosis) have in their infinite wisdom made the PC version look lots prettier than the PSX version in that detail has been added to the centre of the tracks. Not only this but when you want to watch a replay of your races you can place aerial cameras where you like round the track, enabling you to get a better view of all the smashin' and crashin', in all its smokin' glory.

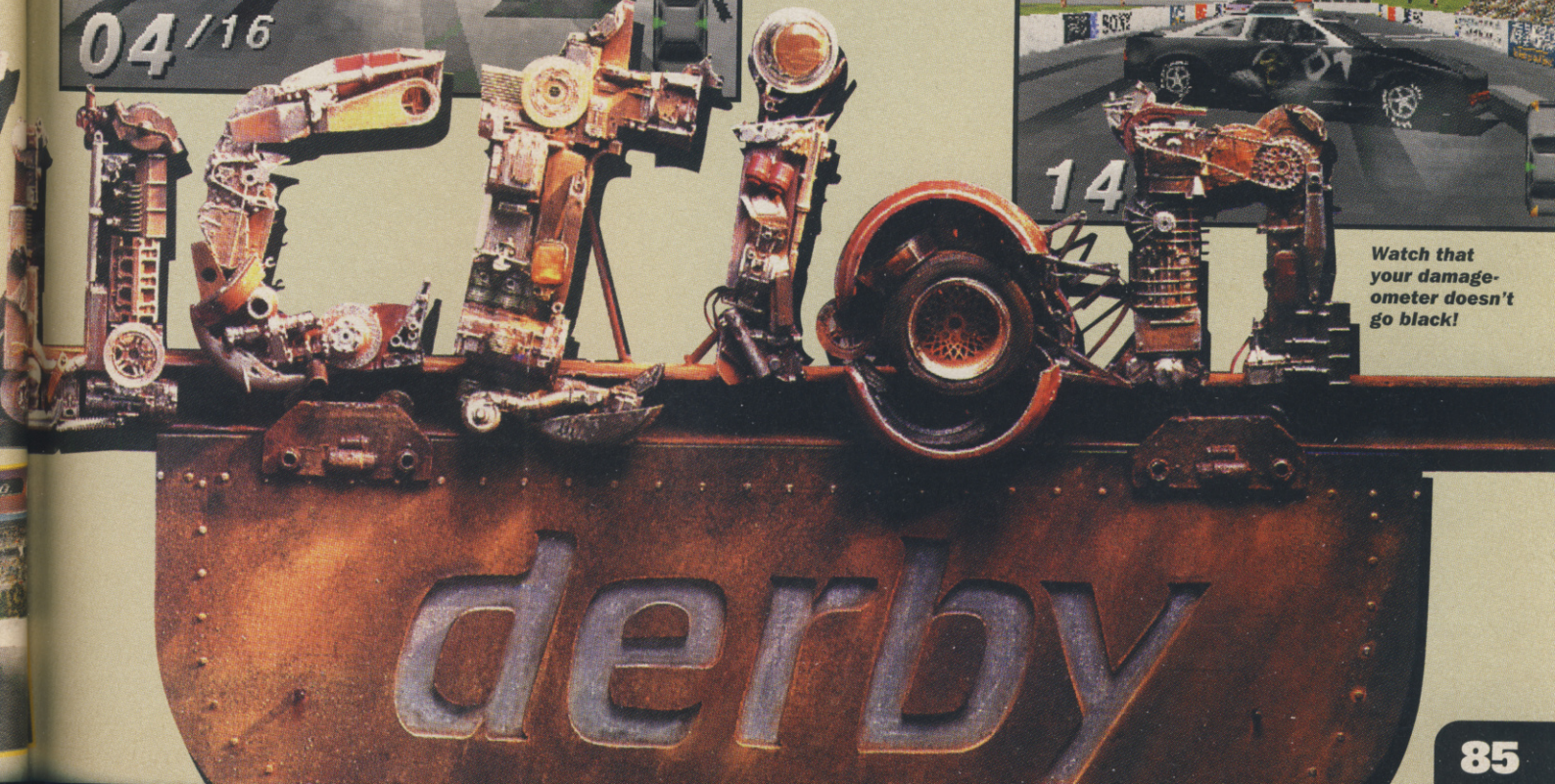
On PC there are more camera angles for you to view the replays of your races.

Don't take too much damage in the front of the car otherwise your radiator is going to blow.

The smashes are as smashing on PC as they were on PlayStation.

Don't try smashing cars omitting black smoke as they are basically dead and you don't get any points for hitting them.

Watch that your damage-ometer doesn't go black!



CVG DIRECTORY

SKILL

THE FASTEST WITH NEW GAMES

PlayStation
Saturn
£390 with choice of game
Stepdown Transformer & Scart Conversion

0956 423 482

Scart Leads £20 Games £60
9am-8pm 7 days a week Same day/ Next day delivery available
SKILL ACADEMY
PO Box 5913, Ealing, London W13 9ZX

VOID
COMPUTER & VIDEO GAMES
3DO · AMIGA · ATARI
NINTENDO · SEGA · PC
CD-ROM · SONY · MANGA
SOFTWARE EXCHANGE
9 WILTON PARADE,HIGH STREET,FELTHAM,MIDDX.TW13 4BU
0181 893 2100
844 2575
FAX 0181 844 1944

MON - SAT
10.00 AM
8.00 PM

GAMES F/X

45 - 47 High St
Bloxwich, Walsall
W53 2BZ
(01922) 473 512

WE BUY, SELL & PART EXCHANGE

BRAND NEW TITLES | MANY USED TITLES

U.K SATURN IS HERE!!!
+ VIRTUA FIGHTERS
- £389.99

DAYTONA USA.....£44.99
CLOCKWORK KNIGHT....£39.99
VICTORY GOAL.....£39.99
(WE WILL STOCK EVERY SATURN GAME THAT IS RELEASED. PLEASE RING FOR LATEST TITLES)

USED 3DO SYS
+ 1 GAME
- £299.99
WE STOCK BRAND NEW & USED 3DO GAMES FROM £15.00

32X (USED)
- £79.99

PRICES DO NOT INCLUDE P&P

WE ALSO STOCK SUPERNES & MEGADRIVE GAMES, NEW & USED.
PLEASE RING FOR ANY TITLES YOU ARE AFTER.

MAIL ORDER AVAILABLE

DYNAMITE KONSOLES
Hardware to blow your mind!!

SONY PLAYSTATION/TEKKEN.....£365
SEGA SATURN/VF REMIX.....£345

TEL - FAX: 01234 342568
9-8 pm Mon-Fri
9-6 pm Sat-Sun

MORTAL KOMBAT 2	£50.00	WIPEOUT	£65.00
THEME PARK	£50.00	RAYMAN	£65.00
BUG	£50.00	HYPER FORMATION SOCCER	£65.00
VIRTUA RACING	£50.00	ZERO DIVIDE	£65.00
WING ARMS	£50.00	BOXERS ROAD	£65.00
KING OF BOXING	£50.00	ZEITGEIST	£65.00
FORMULA 1 LIVE	£50.00	JOYPAD / MEMORY CARDS	£30.00

3DO GAMES:

NEED FOR SPEED	£29.99
GEX	£29.99
WING COMMANDER III	£34.99
MYST	£29.99
FLASHBACK	£24.99
RISE OF THE ROBOTS	£24.99
BURNING SOLDIER	£24.99
ALONE IN THE DARK	£29.99
RETURN FIRE	£29.99
ROAD RASH	£24.99

PACKAGE DEALS AVAILABLE
CALLERS WELCOME BY APPOINTMENT
ALL MACHINES WITH 12 MONTHS WARRANTY
FREE DELIVERY TO ALL LOCAL CUSTOMERS

SPECIAL OFFER THIS MONTH:-

SATURN SHINOBI	£35
PSX GUNDAM	£40
PSX AQUANAUTS HOLIDAY	£40

Dynamite Konsoles UK 31 Woodstock Road, Bedford, MK40 4JY

TRICO CONSOLES

SONY PSX JAP + GAME £365
SEGA SAT JAP + GAME £345
ALL MACHINES 12 MONTHS WARRANTY
OPEN MON-FRI 8-6pm SAT 8-1pm
UNIT 5, CRAYFORD WORKS, CRAYFORD RD, CRAYFORD, KENT DA1 4LA (entrance opp. Comet)

PLAYSTATION · SATURN · NINTENDO · 3DO · NEO GEO CD

SPECIALS

PHILOSOMA	£54.99
D.BALL 2	£49.99
WINNING 11	£54.99
ARC THE LAD	£54.99
SHINOBI X	£39.99
P.DRAGOON	£39.99
C.KNIGHT II	£39.99
C.KNIGHT I	£19.99
BASEBALL	£39.99
B.MONSTERS	£39.99

PLAYSTATION GAMES - CALL FOR LATEST PRICES
D.DERBY · MKIII · EXTREME · KRAZY IVAN · J MADDEN 96 · NFL WCIII · FIFA 96 · ASSAULT RIGS · R1 RACING · LONE SOLDIER

SATURN GAMES - CALL FOR LATEST PRICES
DEFCON 5 · THEME PARK · SPOT
VIRTUA COP (DEC) · SEGA RALLY (DEC)

PADS 29.99 · M CARDS £29.99 · CONVERTORS £24.99
RGB SCART £19.99 · EXT CABLES £9.99
SNES GAMES CALL · 3DO GAMES CALL £24.99 - £34.99
CONVERTOR FOR PSX/SATURN - PLAY ALL SOFTWARE ON MACHINE

MAIL ORDER · PRE ORDERS · NEXT DAY DELIVERY · CALLERS WELCOME BY APPOINTMENT
TEL 01322 521356 (3 LINES) FAX 01322 550317
TEL 0956 362968 AFTER HOURS OR 01622 873097 EVENINGS/WEEKENDS

WILD CONSOLES
SPECIALIST IMPORTERS
TEL: 01908 640162
TEL: 0850 994372
TEL/FAX: 01908 379049

U.S.A. GOLDSTAR 3DO
110V STEP DOWN TRANSFORMER
3 GAMES OF YOUR CHOICE
ONLY £299

S.W.C.D.X 32 ....£CALL
CDR .....£CALL

3DO GAMES BEST PRICES GUARANTEED.

GEX	£35	HELL	£30	SHOCKWAVE	£25
FLASHBACK	£35	SSF IIX	£35	FIFA SOCCER	£25
MYST	£35	SAMURAI SHODOWN	£30	MAD DOG II	£30
V.R.STALKER	£30	SLAM + JAM	£25	RETURN FIRE	£35
CRIME PATROL	£35	ALONE IN THE DARK	£35	SHADOW	£20
REBEL ASSAULT	£30	THEME PARK	£25	PUTT PUTT	£20
STARBLADE	£30	DEMOLITION MAN	£35	ROAD RASH	£30
TOTAL ECLIPSE	£15	POWERS KINGDOOM	£25	IMMERCENARY	£35
CORPSE KILLER	£35	BURNING SOLDIER	£25	QUARANTINE	£35

COYBOY CASINO	£25				
THE COVEN	£25				
VIRTUAL STADIUM	£25				
SUPREME WARRIOR	£30				
GOLDSTAR JOYPAD	£30				
2X INFRA RED	£35				
3DO SCART BOX	£60				

SEGA SATURN

V.R. REMIX	£4	BOXER ROAD	£70
ASTAL	£55	WIPEOUT	£60
SHIN SHINOBI	£45	MKII+III	£70
C.KNIGHT	SH £25	ESPN	£70
DAYTONA	£30	H.K.SILVER	£CALL

SONY PLAYSTATION

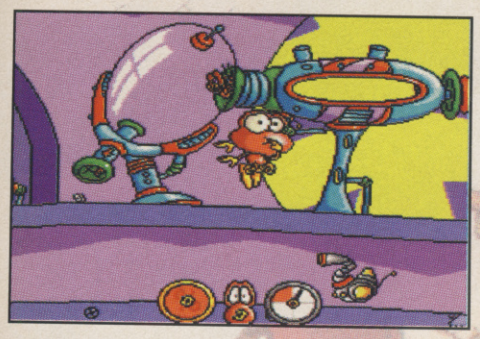
U.S.A. PLAYSTATION	CALL
U.S.A. GOLDSTAR 3DO	CALL
S.W.C. DX32	CALL

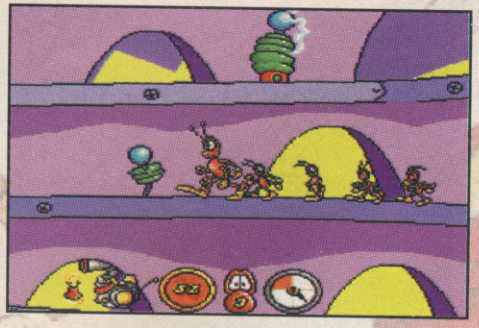
SNES DEVELOPMENT SYSTEMS .....£CALL

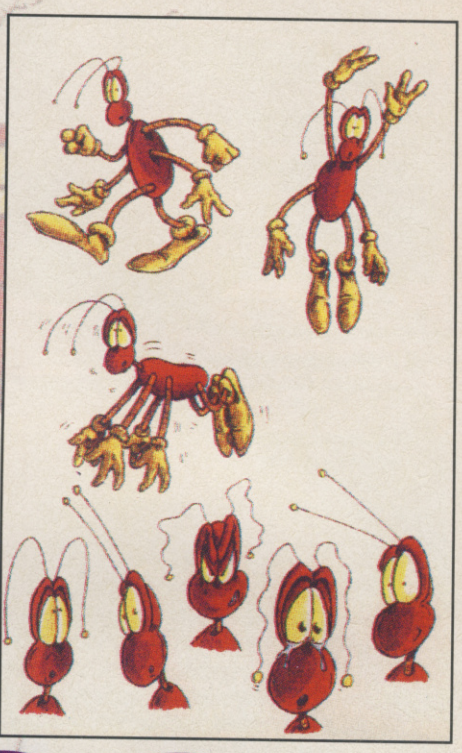
NEXT DAY DELIVERY SERVICE AVAILABLE

SECOND HAND AND EXCHANGE SERVICE AVAILABLE CALL 01908 640162

1, RIBBLE CRESCENT
BLETCHLEY,
MILTON KEYNES
MK3 7QF





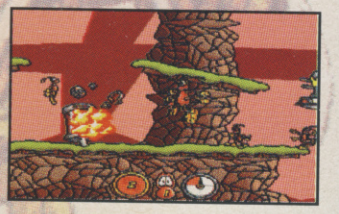


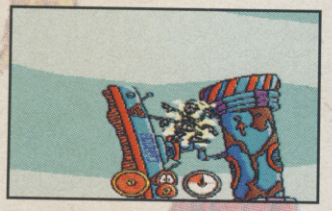
Flea, flea you fools!

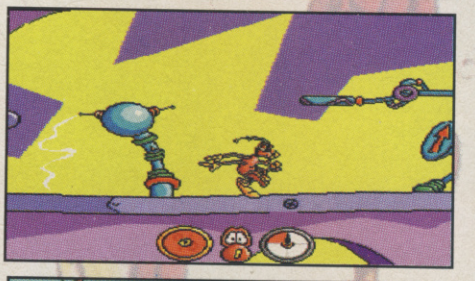
frantic flea

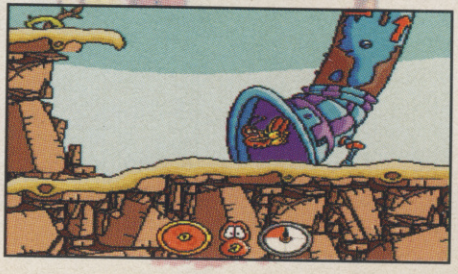
Fleas are scary little horrors. It's a good job they prefer things with fur to slinky smooth human skin, or I'd be living in a permanent state of terror. As it is I steer clear of woolly jumpers, fur collars on jackets and gorilla suits. Although this has as much to do with vague dress sense as fear of parasites. But fleas – ugh. Look at one of those close-up micro-camera pics of a flea's face and you're staring into the eyes of an armoured and extremely mobile creature which feasts on the living flesh of its victims. Why anyone would think them cute and decide to base a game around the adventures of an heroic member of the species (as if there could be such a thing) is beyond me. Why, my head is itching just writing this. The sooner I finish, the sooner I can get home and have a bath in some bleach.

So, to the crux of the matter. Gametek's Frantic Flea is the first game they've licensed from Haus Technika, and so impressed are the Brit softco that they've signed the fledgling (ie – unknown) programmers for a further six titles. Hopefully none of the future carts will feature parasites, arachnids or long falls into pits of snakes and crocodiles, or I'm not covering them.

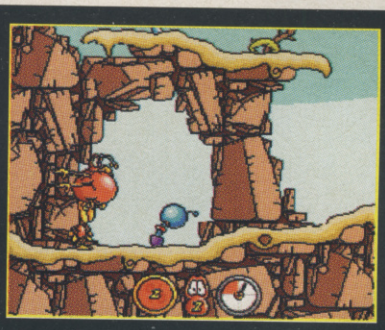


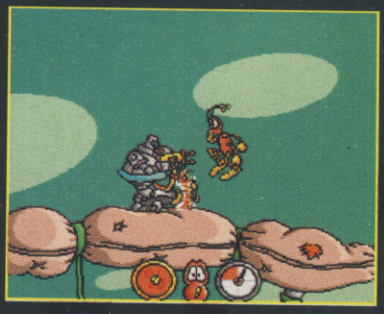






SNES.....
PUZZLE.....
GAMETEK.....
£UNCOMFIRMED....
OUT DECEMBER.....
ONE PLAYER.....
NO OTHER VERSIONS PLANNED.....
NO OTHER VERSIONS AVAILABLE.....





WHAT'S IT ALL ABOUT, ALF-FLEA?

Frantic Flea may look like a platformer, but behind the pretty-looking 60s Warner Bros cartoon style graphics beats the heart of a puzzle game. You play Frantic himself, an insect on a mission to rescue a collection of tiny baby fleas from the clutches of evil allen machines, so they may continue to lead lives of liberty and gore-sucking.

The technique is easy enough. Leg it around each level collecting baby fleas (which follow you around) and when you've got enough to complete the level (the numbers increase as the game goes on) go to the exit. However, each time you collide with an enemy you lose all your fleas, which wastes precious time. Run out of chrono-units and it's game over.

HEXEN

HEXEN

Developed by:.....Raven

Released by:.....GT

Out:.....November '95

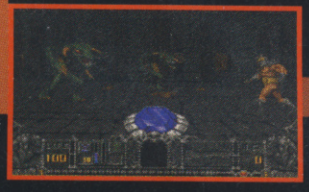
100% complete

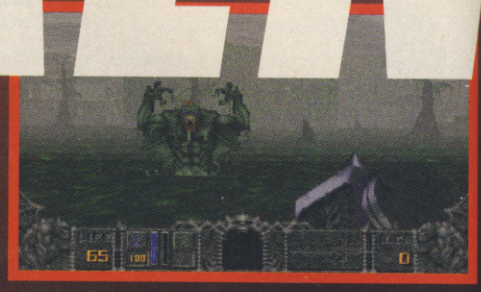
Playstation and Saturn version planned

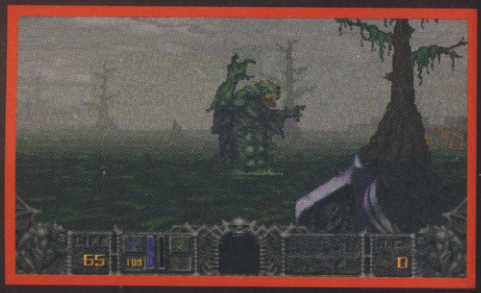
No other versions available

PC

THE MENTION OF ID has any serious gamer foaming at the mouth in anticipation of some serious videogaming action. The small, Texas-based company revitalised the PC games scene with one release: Doom. Featuring lashings of awesome violence and realism, the game went on to break all records. Enter Raven Games, well known for their RPGs. Eager to jump on to the Doom bandwagon, the firm became the first to licence the Doom technology and created Heretic – a more mediaeval Doom which was a whole lot tougher.







Now Heretic is back in the form of Hexen – a game which takes the Doom engine to its limits and improves upon the gameplay in ways that id's competitors can only dream about! Make no mistake, Hexen is a major videogaming event.

The game is superior to Doom in just about every department. Boosting the RPG element is the fact that players can now choose between three different types of character: Warrior (great close quarters combat, crap magic), Mage (exactly the opposite) and Cleric (a sort of hybrid between the two - into 'healing'). Each character has a different range of weapons. Also apparent is a greater sense of 'questing'. Instead of completing single levels, players can now move between levels at will, retracing steps to find hitherto concealed items and their ilk. Part of the quest involves constructing your super-weapon. These are awesomely powerful creations, split into four pieces and found throughout the game and again, there is a different super-weapon per character.

The range of artifacts has also been boosted to incredible degrees. As well as the usual flying artifacts and suchlike, it's now possible to create guardian creatures which follow you about, actively seeking out and destroying enemies for you. Speaking of enemies, you'll find that the opposition in Hexen is far more intelligent than in Heretic (meanies will actively distract you while others of their number sneak up from behind and perform unmentionable acts on your sorry ass!) and they're far more powerful too.

With the release of games such as Hexen, Fade to Black and Screamer, the PC is quickly becoming a gaming platform of gargantuan proportions. However, all of these epic titles could be superseded by the awesomeness of id's latest game. Quake will be released next year and threatens to redefine 3D gaming as we know it. However, until then, Hexen more than delivers preposterous amounts of 3D battling thrills. Expect – no, demand! – a full review in the next edition of Computer and Video Games.

ALL-NEW NETPLAY

Co-operation and Deathmatch are, historically, the two multi-player options available in Doom and its ilk. This hasn't changed for Hexen, but the gameplay is far more complicated. For a start, the programmers are looking at increasing the amount of players in a network game. Doom had four players on at once - expect to see six to eight players in Hexen.

This means that Co-operation (the most unused feature in Doom) actually becomes quite interesting. Just as in Dungeons and Dragons, you can assemble a team of real people - warriors taking the point of your onslaught, with mages at the rear and clerics darting between the two, healing the injured.

The new character classes also makes Deathmatch a lot more intriguing. As well as the usual free-for-all experienced in Doom, it's now possible to create two teams of three people (maybe four) to fight against one another. Add in the computer-controlled guardians, such as the mighty minotaur (and every character can have one) and you have the opportunity for carnage on a scale never seen before in a PC game. Oh yes, pants will surely be exploding when Hexen is released on October 31 (that's Hell-o-ween, by the way).

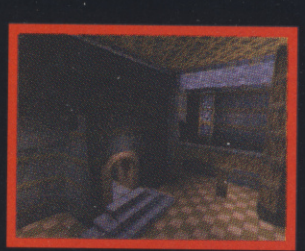
Additionally, GT - the game's publishers - have announced a worldwide Deathmatch Hexen tournament!

Hexen is a graphical masterpiece and really shows how dated Doom has now become.

Hexen takes the Doom engine to its limits by introducing more realism into the game.

There's far more background detail and now doors open inwards and outwards.

The gameplay in Hexen isn't linear as you can dip into and out of levels as you wish.



Each character has their own super weapon that needs to be built as part of the game's quest.

Electronic Arts Preview Special

VIEWPOINT

Developed by: Visual Concepts

Released by: EA

Out: November '95

60% complete

No other versions planned

No other versions available

PLAYSTATION

Realise the potential of your new machine with these games – just three from a whole bunch of amazing stuff from Electronic Arts!

VIEW POINT

It's exciting how the power of the new consoles has inspired companies to break tradition. Ocean have seen the potential in the Raiden project – a hard-core shoot-'em-up way different from their usual stuff. Likewise Electronic Arts, while maintaining their sporting tradition, are publishing some pretty diverse titles this coming year. Here's a cross section of three major titles in the mix.

Maybe you thought Neo-Geo was only good for beat 'em ups. Well there is one game on SNK's still-mighty console which shakes that idea to the ground. Viewpoint is an innovative take on the shoot-'em-up theme, in which fantastic polygon-based worlds scroll into pseudo-3D view. On PlayStation the game takes on a whole new lease of life as the surreal visuals become weirder still, thanks to extreme texture-mapping of the rendered images.

There are six stages in all, which is standard fare these days. They're short compared to those in Raiden, but the difficulty and sheer wow factor more than compensate for this. Unless you've already played the Geo version, this really is like nothing you've seen before. The animations are incredible, so too are the stunning stage settings. Ingenious obstacles, including mechanisms activated by cannonfire, require players to think about this shoot 'em up in a fresh new way. Viewpoint is such an incredible game. We know of at least one person who bought a Neo-Geo just to play it, and the guy who conceptualised Virgin's 'Spot Goes to Hollywood' took his inspiration from it. Are you salivating for this yet, or what!

Four varieties of super-bomb are used to decimate the alien forces: Cluster Bombs home in on their prey, a Fire Wave incinerates anything in its path, and a Seismic Blast quakes the living shinola out of anything within range.

ROAD RASH

ROAD RASH

Developed by: .....EA

Released by: .....EA

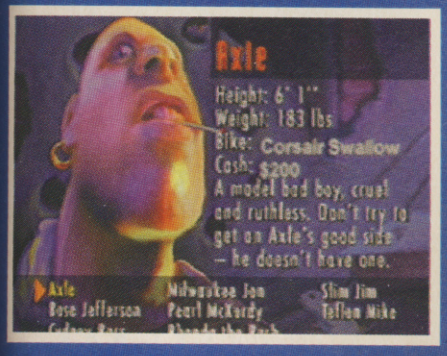
Out: .....November '95

90% complete

Saturn version planned

3DO version available

PLAYSTATION



Road Rash isn't just a game anymore; it is a rock 'n' roll institution! Whether that's your bag or not, this special edition of the gas burner on PlayStation packs one mean engine! We're not assuming too much here by comparing Road Rash to Ridge Racer; only on bikes, and with ten times as many circuits to burn! Then there's the music of Soundgarden, Monster Magnet and Therapy (among others) to spur you on. Just like 3DO Road Rash, EA are including music videos of this revised selection of grunge-meisters brewing up a storm as part of the deal. Essentially PlayStation Road Rash is very much the same as the 3DO version, which in turn is a much improved adaptation of the rusty old Mega Drive version. But, just as the graphics have advanced, there are added incentives to feeling low-down and downright dirty in the saddle. It's open season where pedestrians are concerned – you don't get any points for knocking 'em over, but you can do it all the same! Knowing your enemy improves your chances of satisfaction also, so it's good to see the Jimmy Hill brigade have returned as guinea pigs for a good... er, rashing! Alternative routes make for short-cut opportunities, while also extending the longevity of the game's appeal.

Gotta have it! A contributing factor to the depth of game play in Road Rash is the bike shop. Earn enough money from success in the competition and there's every chance you could wheel away the hottest hog in the showroom! Failing that there's always the Rat Bikes to keep the hopeless amused.

PGA '96

PGA '96

Developed by: .....EA SPORTS

Released by: .....EA SPORTS

Out: .....November '95

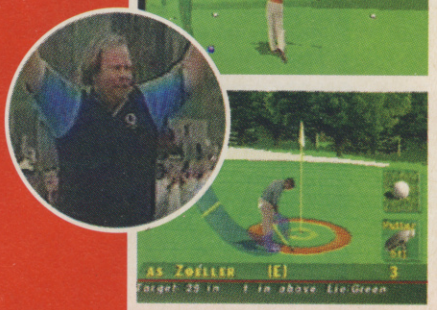
80% complete

Versions planned: 3DO, PC CD-ROM, MEGA DRIVE AND SNES

PLAYSTATION

The Public Relations chap from Electronic Arts is an ex Pro Golfer. Why are we telling you this? Well because the look of sheer pleasure on his face when demonstrating PGA '96 says it all! While the team were clamouring for another shot at Viewpoint, Mr EA sat transfixed by the pleasant greenery and growled 'Fuz-zzee' every now and again. He was referring, by the way, to Fuzzy Zoeller – one of 14 professional players who have been digitised into this revamped version of PGA TOUR Golf 486. New features include a 'revolutionary' Targeting Arc System (which is a basically a fancy replacement for the dotted line in previous versions), plus there's full-motion video biographies celebrating all 14 pros individually. Yet more FMV is used to preview the courses, then there's a real-time hole fly-by which enables players to view the course from any angle. Of course the biggest selling-factor with PGA has always been its proven gameplay, and our golfing guru at EA has every confidence in it.

This game is so photo-realistic you can almost feel the breeze flapping in your ears! So the two courses featured – three on Mega Drive and 3DO – feel as close to being there as any golfer could wish for.



CHEAT MODE

Hello once again crazy gamesters and welcome to another four pages stuffed with plenty of games cheats, hints and tips. And not just any common or garden tips, we've got fertiliser-fed up-to-the-minute ones, packed with goodness. So grab a knife and fork, gorge yourself, enjoy and we'll see you in four weeks or so...

MEGA DRIVE

METAL MARINES

Ooh, what a lovely little strategy game this is! In fact, come to think about it, what a lovely big strategy game this is. And if you're one of those people having more than a little trouble, then here are the level codes which should help you get back onto the straight and narrow...

Level

2: HBBT
3. PCRC
4. NWTN
5. LSMD
6. CLST
7. JPTR
8. NBLR
9. PRSC
10. PHTN
11. TRNS
12. RNSN
13. ZDCP
14. FKDV
15. YSHM
16. CLPD
17. LNVV
18. JFMR
19. JCRY
20. KNLB

NEO GEO

THE KING OF FIGHTERS '94

What a modestly titled game huh? Still, it has to be said that this is one of the better thumpers available on the sadly neglected Neo Geo. However, there's one notable and very annoying omission from the home version and that's all the blood and gore. But wait, all is not lost, for there is a cheat that squirts the blood back into the game as Rob Simons reveals with this code:

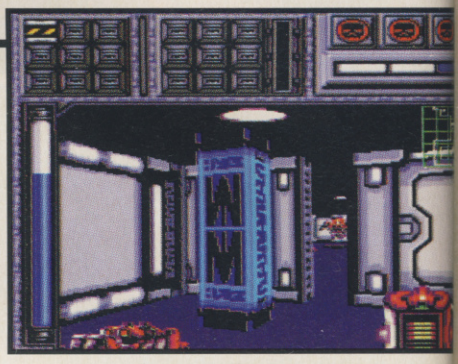
At the ranking screen, press and hold A and D on CONTROLLER ONE and B and C on CONTROLLER 2. All the blood should now be yours along with Mai Shiranui in her original arcade guise.

MEGA DRIVE

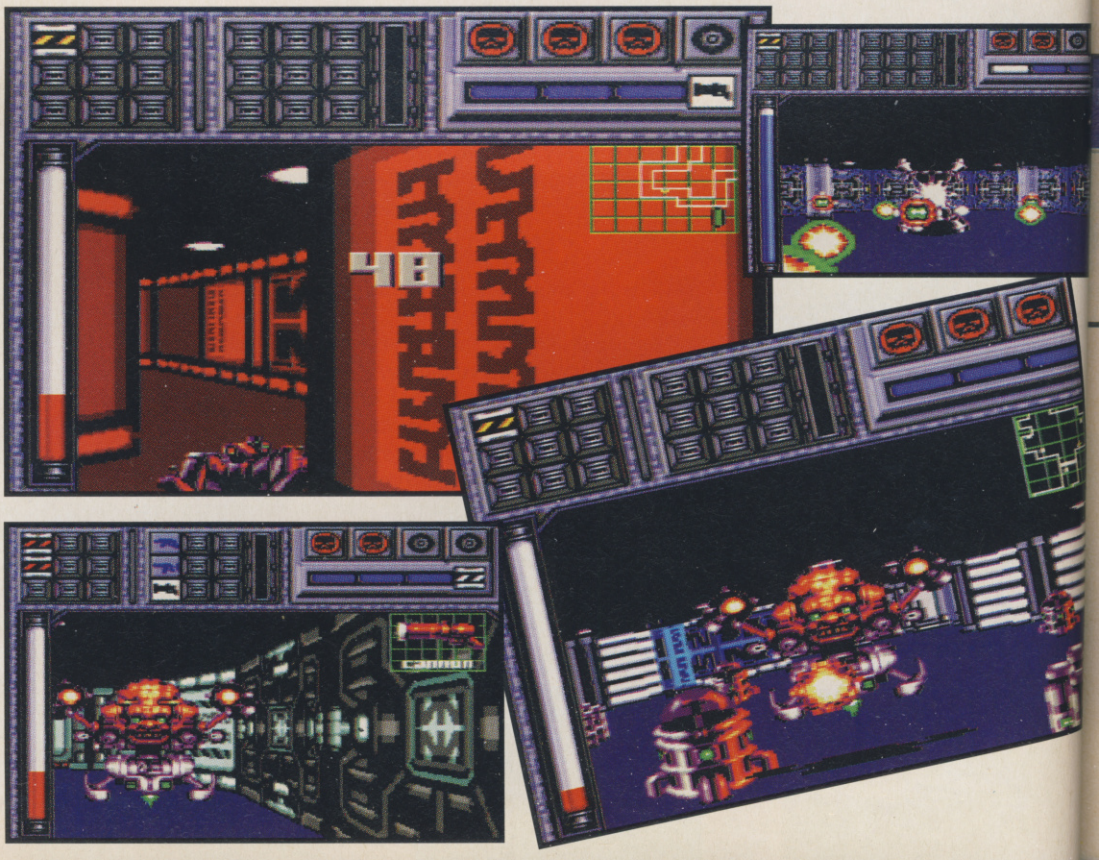
BLOODSHOT

Hmm, which is better, Bloodshot or Zero Tolerance? Personally I'd go for the latter but as Accolade thoughtfully kicked the bucket at the start of this year resulting in games shops being a bit Accolade product free, you're kinda stuck with the former. This isn't as bad as you might think if you're unfamiliar with the game though, it's a pretty good stab at a Doom clone considering the crumbly old techno innards of the Mega Drive. In fact things get even better once you input this great selection of codes sent in by Colin Pritchard from Elleridge. Take it away Col...

'To enter the following cheats, PAUSE the game and press the following pad combinations for a number of smart effects:'



Level skip: U, A, U, A, D
Ricochet deflector: L, R, C, A, B, R
Lock-on rifle: A, A, L, R, L, R
Rapid pulse: C, U, U, R, R, A
Tribolt multi: A, A, A, R, A, R
Plasma cannon: L, B, C, D, D, R
Plasma rifle: U, B, U, A, B, B
Maximum ammo: B, B, B, R, D, L
Max oxygen: C, C, B, A, D, D
Combat launcher: U, R, D, L, U, R
Rapid pulse: C, U, U, R, R, A
Grenade launcher: U, D, U, R, B, C
Red key: D, D, B, C, U, U
Yellow key: U, U, B, C, D, D

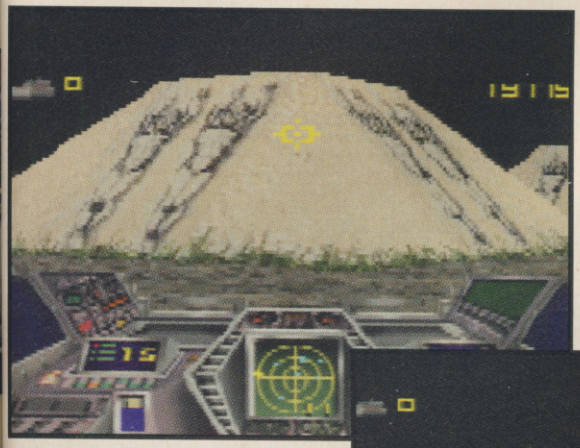


JAGUAR

HOVERSTRIKE

How's about a plethora of cheats for this so-so Jag game? Oh, alright then. All these cheats must be entered at the mission select screen by the way...

Unlimited weapons, shields and energy: Press 4 and 6 together.
For a level skip press: 2, 4, 6, 7, 8 and 9 together.
Gain extra lives by: Pressing 3, 6, 9 and # together.



MEGA-CD

EARTHWORM JIM SPECIAL EDITION

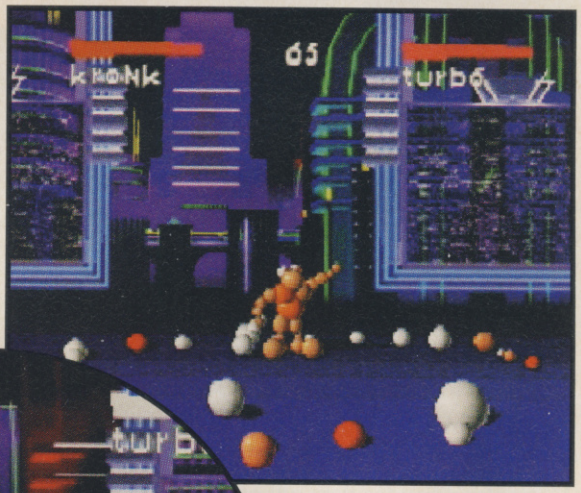
Aah, if only all Mega-CD games had been as good as this, instead of the same game slapped on to CD for a tenner more, then perhaps the Mega-CD wouldn't be on its death bed. You'll have to excuse us for being bitter, but it's late at night and we want to go home. David Taylor cheered us up no end by supplying all the level codes to Shiny's finest to date though.

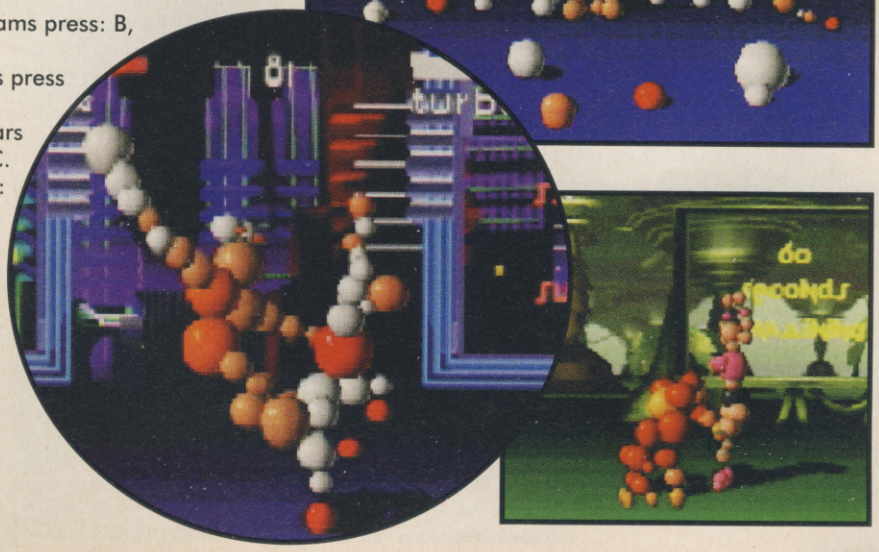
1: SUIT, POWER, GUN, COW, COW
2: POWER, WATER, GUN, COW, SUIT
3: POWER, SUIT, POWER, GUN, WATER
4: WATER, TV, POWER, GUN, HYDRANT
5: HYDRANT, POWER, GUN, HYDRANT, JIM
6: COW, POWER, GUN, WATER, GUN
7: SUIT, HYDRANT, WATER, GUN, COW
8: COW, JIM, TV, TV, SUIT
9: COW, COW, WATER, COW, WATER
10: HYDRANT, HYDRANT, SUIT, POWER, SUIT
11: WATER, HYDRANT, POWER, SUIT, POWER
12: COW, JIM, COW, HYDRANT, WATER
13: GUN, SUIT, HYDRANT, COW, TV
14: GUN, SUIT, WATER, GUN, TV
15: SUIT, COW, POWER, POWER, COW

3DO

BALLZ

Ooh, someone pass us a needle, our sides are splitting! NOOOOT! Well, the gag title of this fump-'em-up may be a bit ancient and Carry On like but the gameplay certainly packs a big punch. Make it even harder (titter) by entering (ha-ha) BALLBLUR-BALL during a fight. This will make the balls turn translucent. And if you try entering LARDBALL you should find that your balls will increase in size (ooh, matron please!).





32X

NFL QUARTERBACK CLUB

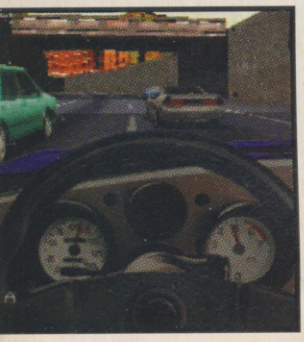
Fear not 32X fan, 'cos Tips doesn't discriminate against machine owners, even if there's only one of you out there. Ha ha, only joking of course. Or are we? Bit of postmodern irony there. Anyway D Lang from Gosport has been kind enough to supply these cheats for Acclaim's Madden beater. They should be entered on the main menu screen and go like this:

For Acclaim and Iguana teams press: B, C, A, C, A, B, C, C, A.
To get AFC and NFC teams press C, C, B, A, C, A, B, B, C.
For the Panthers and Jaguars press: A, B, C, C, B, A, A, C.
And for all the teams press: A, B, C, B, A, C, C, A.

3DO

THE NEED FOR SPEED

Come to think about it here's another good reason for buying a 3DO and it's the man with a great taste in software again, Mr Dan Thompson, who provides this smart cheat. As the loading screen appears, press and then hold LEFT and RIGHT SHOULDER PADS and L. Now, once you've started a game, PAUSE and then QUIT. START a new game and at the loading screen press and hold LEFT and RIGHT SHOULDER PADS and UP. START another new game and PAUSE and QUIT as before. Start a third game and at the loading screen press and hold LEFT and RIGHT SHOULDER PADS and DOWN. Don't quit, but release the buttons and start racing. Now, whenever there's slow moving traffic in front of you a quick tap on the X button will send it flying in an A-Team stylee!



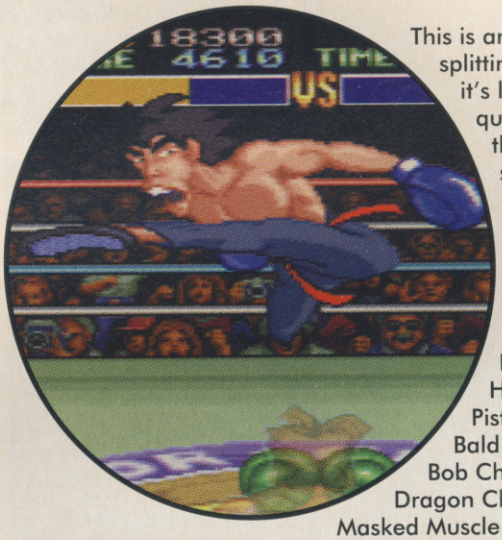
SNES

WARIO'S WOODS

There you were, chest super proud, thinking that you were the greatest in the world at the game everyone is calling Wario Woods, but you were wrong. You see we've managed to uncover a super, mega-hyper ultra-tough level which really is a bit on the tough side. To access it, highlight VS COM and hold LEFT and press START. There should be a bomb explosion-type sound if you've done that correctly. Now, once you actually start playing the game you should begin to feel less smug and generally a bit weedy, 'cos this is one rock challenge to face.

SNES

SUPER PUNCH OUT



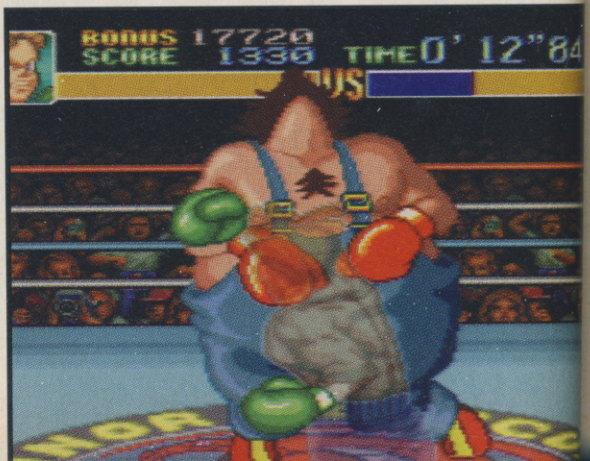
This is another of those games that's been splitting us reviewer types over wevver it's like good, or not. Personally I'm quite fond of it, so much so that I thought you might be interested in sharing these tips sent in by Ed Parr from Cornwall. Basically they point out the most effective place to target each of the characters in the game:

Gabby Jay: HEAD
Bear Hugger: Rapid punches to HEAD
Piston Hurricane: STOMACH
Bald Bull: HEAD
Bob Charlie: HEAD
Dragon Chan: Rapid punches to HEAD
Masked Muscle: STOMACH
Mr Sandman: HEAD
Aran Ryan: ANYWHERE!
Heike Kagero: Rapid punches to HEAD
Mad Clown: Rapid punches to HEAD
Super Machoman: HEAD
Narcis Prince: HEAD
Hoy Quarlow: HEAD
Rick Brusier: HEAD, then dodge right after hitting him
Nick Brusier: When his feet stop moving this means that he's about to lash out, so be careful! Once he's finished concentrate on his HEAD. Next time round he'll attempt a super punch. Again wait for his feet to stop moving and duck to the left. Finally, when he jumps backwards, side-step the first punch and then duck Nick's attempted blows to your head. Once you've avoided that lot you should hopefully be able to finish him off. Wahoo!

SNES

PUTTY SQUAD

So, you want extra lives and a level skip do ya? Well, do ya?! OK, then give a big hand to Adi Mallerd from Stockton for supplying just such a cheat. To access it, simply pause the game and press R, A, L , L, Y. Now you should be able to skip a stage simply by giving the trusty old select button a quick tap. Tap tap.



SATURN

DAYTONA USA

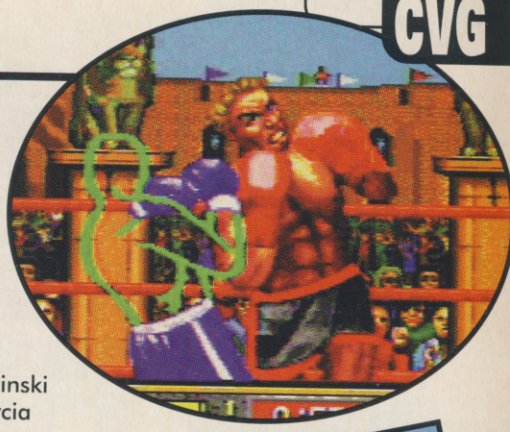
'Blue, blue sky'... ARRRRRRRRRRGH! I wish someone would teach that bloke how to sing! Anyway, those Daytona USA tips keep rolling in and here's a particularly smart cheat for those who are finding the final level heavy going but want to play as the horse. It was sent in by Allan 'Double L Please!' Hare from the Isle of Man. He suggests pressing A, B, X, Z, START and UP-LEFT together when the white Sega logo appears. Along with horsey, this will allow you access to all the cars in the game, particularly useful when going for the time trial records.

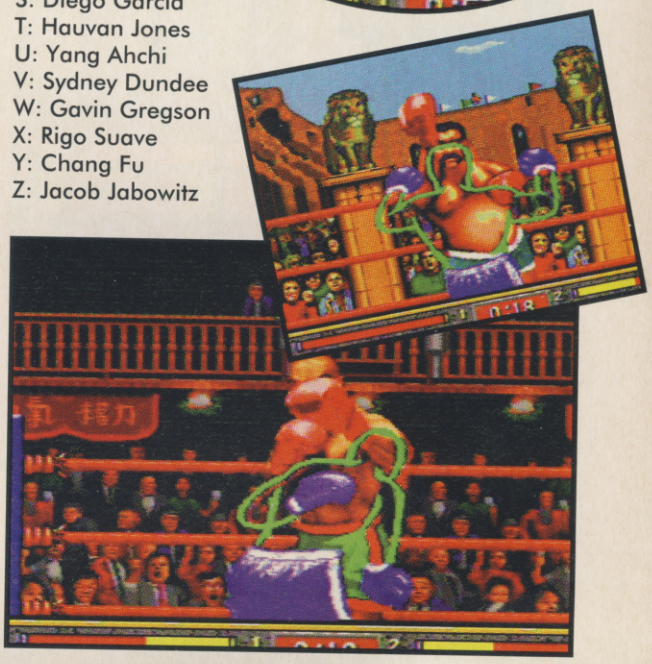
MEGA DRIVE

TOUGHMAN CONTEST

Thwaack! That's us here at CVG punching this fairly limp wristed excuse for a boxing game. Still, if like Mike Binns from Manchester you were a bit sad and went out and bought it you might help console yourself with these tips. To make them work, go to RESTORE FROM PASSWORD in the SETUP MENU and enter E then two of the following letters which represent your opponent and your boxer respectively:

A: Bruno Maserati
B: Monsieur Victorie
C: Hans Fischer
D: Charlie Ponderosa
E: Benny Booyah
F: Meurte Martinez
G: P J Rock
H: TK O'Reilly
J: Hiro Sokitome
K: Coolio Loc
L: Jabfare El Habib
M: Coco Valdez
P: Joe Wildhawk
Q: Biff Blublood
R: Nikolai Rainski
S: Diego Garcia
T: Hauvan Jones
U: Yang Ahchi
V: Sydney Dundee
W: Gavin Gregson
X: Rigo Suave
Y: Chang Fu
Z: Jacob Jabowitz



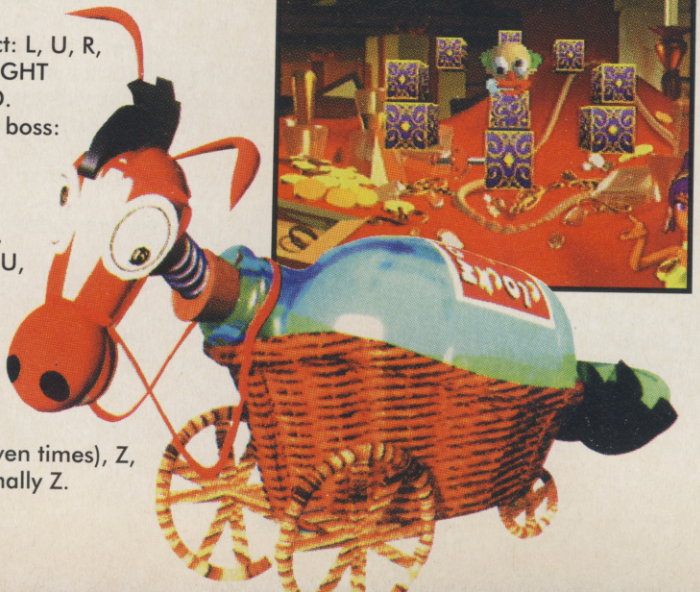


SATURN

CLOCKWORK KNIGHT

This platformer may sport some superb visuals, but it's severely lacking in the gameplay department. If you want the playability to match the on-screen sexiness then hang on for Bug!. However, if you've been suckered into buying Clockwork Knight already then Allan's back with some more handy cheats, all of which should be entered on the title screen.

For a level select: L, U, R, D, D, R, R, U, RIGHT SHOULDER PAD.
To warp to final boss: Enter the LEVEL SELECT code above and then press: L, R, R, U, R, R, U, D, R, R, U, RIGHT SHOULDER PAD.
And for a whopping 999 lives: Enter U, R (nine times), D (six times), L (seven times), Z, X, Y, Y, Y and finally Z.



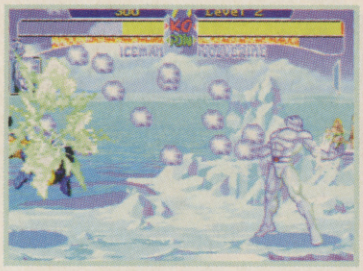
3DO

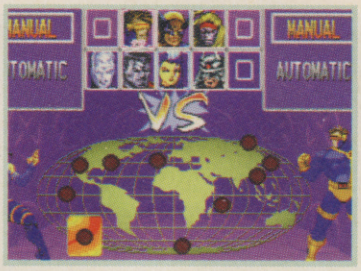
RETURN FIRE

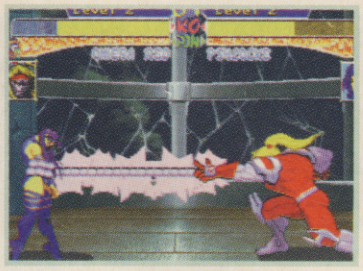
If ever there was a reason to buy a machine simply for one game then it has to be Return Fire. Mindless destruction at its finest all accompanied by that amazing Dolby Surround soundtrack. Dan Thompson from Kent says he wants to marry the game and has clearly managed to squeeze out information for an invincibility cheat whilst courting it:

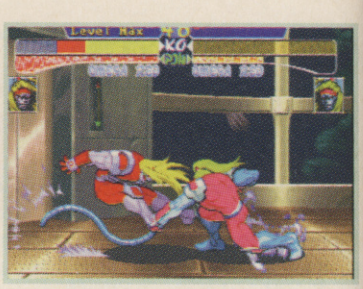
START a game and go to the craft selection screen. Highlight any craft and press C and HOLD DOWN BOTH L and R buttons. Whilst holding them press and HOLD B and C. Still holding all four buttons press STOP. This will take you to the exit game option. From here (still holding down the four buttons by the way), push down and if all's well you should hear a sound. Repeat the process for each craft you wish to make invincible.

And there's more. For a level select, start a new game and go to the map selection screen. Keep pressing UP until you reach the password entry screen and then enter WOLF as the password.









THE ULTIMATE GAMES CHALLENGE

Hello there, hardcore gamestrels. **This, as you might have noticed by now, is the CVG Challenge Page. This is the place where we, CVG, challenge you, the readers of CVG, to send in your toppest best gaming achievements in the hope of finding a place in the finals of our ULTIMATE GAME LORD CHALLENGE.** **Now there seems to be a little confusion among certain sectors of our usually bright following as to what exactly we're asking of you. So to make things extra clear, we're going to give you a run-down of the all-new rules and regulations.**

Firstly, we set a bunch of challenges straight from the bowels of Satan, such as Daytona time attacks and Mortal Kombat double-flawless dares. Lots of people seemed confused as to whether you could use cheats when attempting these. OF COURSE YOU CAN'T BLOODY USE CHEATS. What's the point in having an Ultimate Game Lord Challenge when any pinhead with an Action Replay can bung in a couple of codes and whiz straight through? Eh?

Next, realising that the challenges were a little unfair on those people who didn't have the games concerned, we decided to throw the tournament open. You can send in an impressive score or achievement ON ANY GAME YOU LIKE. But we do require documentary evidence of your skill, such as a photograph or video of your score/game. DON'T SEND THIS IN with your initial entry. If you're good enough to go into the finals we'll write and ask you for your proof. If you don't send it, you'll be disqualified immediately and someone else will take your place. But don't worry about that yet. You've still got about eight weeks to get your entries in. Some of the ones we've had so far are pretty impressive, but we're sure they can be bettered.

Remember, all the finalists get to travel down to Namco Wonderpark in London to compete for the title of Ultimate Game Lord and a rather fabulous prize to accompany the glory.

Right, so, to recap. The rules are as follows:

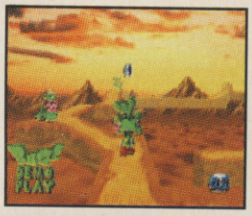
1 Yo may enter your best score or achievement (ie double perfects against beat-'em-up bosses, superb completion times for games etc) on any game you wish.
2 You must be able to prove your entry – but DON'T enclose your photo/video/memory card with your entry.
3 You can't use any cheats of any description. Anyone found to have employed so much as an extra life code will be disqualified.
3 Wait for us to call/write to you, asking for your evidence.
4 Send it in and wait for us to invite you to the final/dismiss you as a fibber.
5 Your entries must reach us by JANUARY 1 1996 in order to be considered for the competition.
6 No correspondence or phone calls will be entered into. You'll just have to keep your mouth shut and be patient.

chart attack with HMV

all format top 10

1 ✪ **7th GUEST**
■ Virgin
■ PC CD-ROM
The White Label budget re-release of this classic adventure title has proven just as popular as when it was first released. Obviously there's a big market for cheaper games out there. More, please.

2 ✪ **Bug!**
■ Sega ■ Saturn
The Sonic of the Saturn, as it's being touted by certain people in the industry (though not us) has taken the slouching 32-bit Sega market by storm. Well done to the plucky 3D platform title and its many followers. Does anyone not have a copy?



3 ▼ **Player Manager 2**
■ Virgin
■ PC CD-ROM
Last month's top dog beaten viciously down to third place with a rolled-up newspaper. Still, Virgin have the number one spot again, so they won't be complaining.

4 ▲ **Dark Forces**
■ Virgin ■ PC CD-ROM
A brilliant game which is showing a second wind, sales-wise. Virgin must be as happy as a monkey with a bag of nuts.

5 ✪ **Street Fighter: The Movie**
■ Acclaim ■ Saturn
Reviewed this issue, and not particularly good, to be honest. But that hasn't stopped some poor deluded fools from buying it.

6 ✪ **Day of the Tentacle**
■ Virgin ■ PC CD-ROM
Another White Label budget release strengthens Virgin's hold on the top 10. Can nothing stop them?

7 ✪ **Ecstatica**
■ Psygnosis ■ PC CD-ROM
A surprise re-entry for the ellipsoid gore-fest from the artists formerly known as Psygnosis.

8 ▼ **Star Trek: A Final Unity**
■ Microprose ■ PC CD-ROM
Star Trek is obviously still popular with PC owners. The boring bunch of saddos. Why don't you buy something else?

9 ✪ **Star Trek 25th Anniversary**
■ Virgin ■ PC CD-ROM
Oh good grief, it's yet another budget White Label release. And another blimmin' Star Trek game. I can't stand it!

10 ▼ **Sensible World of Soccer**
■ Virgin ■ Amiga
The only Amiga game left in the charts slides another place to the bottom rung of the sales ladder.

key
● non-mover ▲ move up
▼ move down ✪ new entry

HMV KNOW HMV KNOW GAME

Next month should see a PlayStation title enter the all-format charts, but for now Sega must be happy enough to see their diminutive platform star go right in there at number two...

md top 5

1 ▲ FIFA Soccer '95 ■ EA
2 ● Theme Park ■ EA
3 ▼ PGA Tour Golf ■ EA
4 ✪ NHLPA '95 ■ EA
5 ▼ Rugby World Cup ■ EA

snes top 5

1 ▲ Secret of Mana ■ Nintendo
2 ▲ Illusion/Time ■ Nintendo
3 ✪ Primal Rage ■ Warner
4 ✪ Batman F/ever ■ Acclaim
5 ▼ ISS ■ Konami

gb top 5

1 ● Zelda: Link's ■ Nintendo
2 ✪ Wario Land ■ Nintendo
3 ● Donkey Kong ■ Nintendo
4 ✪ Wario Blast ■ Nintendo
5 ✪ Kirby's Dream ■ Nintendo

playstation

1 ● Tekken ■ Namco
2 ● Ridge Racer ■ Namco
3 ● Jumping Flash ■ Sony
4 ● Gunners' Heaven ■ Sony
5 ▼ Ace Combat ■ Namco

jag top 5

1 ● Hoverstrike ■ Atari
2 ● Alien Vs Predator ■ Atari
3 ● Doom ■ Atari
4 ● Theme Park ■ Atari
5 ● Iron Soldier ■ Atari

pc top 5

1 ✪ 7th Guest ■ MicroProse
2 ✪ Mech Warrior 2 ■ Activision
3 ✪ Day/ Tentacle ■ US Gold
4 ● Dark Forces ■ Virgin
5 ✪ Final Unity ■ Virgin

saturn

1 ✪ Bug! ■ Sega
2 ● Panzer Dragoon ■ Saturn
3 ● Daytona USA ■ Sega
4 ● Virtua Fighter ■ Sega
5 ▼ VF Remix ■ Sega

amiga top 5

1 ● Player Manager 2 ■ Virgin
2 ● Sensible Golf ■ Virgin
3 ● Sen World Socc ■ Virgin
4 ● Ult Soccer ■ Daze
5 ● Indy Jones ■ US Gold

3do top 5

1 ✪ Flying N/mares ■ 3DO
2 ✪ Hell ■ Gametek
3 ▼ Multi Sampler ■ 3DO
4 ✪ Road Rash ■ EA
5 ● Need for Speed ■ EA

Now, I bet you haven't read every page yet have you. But you're such a nosy git that you're not content with just checking out what's in this issue, so you're already snooping at the back page to find out what's going on next month, aren't you, eh?

Well, just go back and read that Magic Carpet 2 review you missed, and that special Jamma show report and then we'll tell you all about the rather remarkable software we've got set on stun next month...

NEXT MONTH

MORTAL KOMBAT 3

– The PC version looks like being an excellent conversion, especially for all those ambidextrous keyboard fiends out there.

WIPEOUT

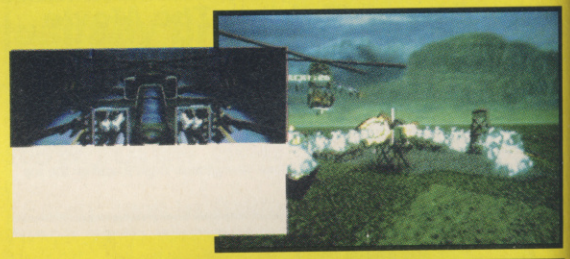
– The coolest game on the PlayStation is gonna be eight-times as good on PC as it's got a brilliant eight-player option and we've got the review!

ASSAULT RIGS

– OK, so we love Sony Interactive games, but that's 'cos they're brill, and next month we'll be telling you in our exclusive review why this one is too.

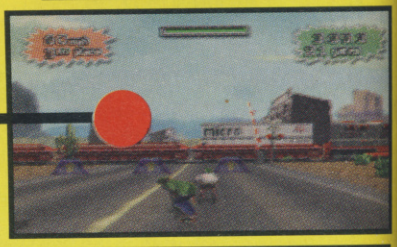
THUNDERHAWK 2

– No don't worry, this isn't on the Mega-CD, it's the Saturn game from Core that is going to make you want to go and buy Sega's Next Gen machine. Probably.



EXTREME SPORTS

– OK, we haven't really told you too much about this game, but it is brilliant. Remember Skitchin' on Mega Drive? Well it's a similar principle only infinitely more playable and more brilliant and more addictive, and more... actually it's just more in every way, OK?



KOLIBRI

– Kolibri - the Eco wannabe will be humming its way into full review status too, so all you 32X owners itching to buy a new game, well go and buy Virtua Fighter, as there's no way this is going to be as good.

CVG 169 on sale November 10

COMPUTER AND VIDEO GAMES

GAMEplay

PRICE! CHOICE! QUALITY! SERVICE!

These have made us one of the largest suppliers of computer & video games in the country today!

MEGADRIVE

THE NEXT GENERATION OF SPORTS GAMES IS HERE!!! EA SPORTS

ALL THE FOLLOWING BLOCKBUSTERS ARE JUST

£35.99

• FIFA SOCCER '96 • NBA LIVE '96 • • NHL HOCKEY '96 • PGA GOLF '96 • • NFL MADDEN '96 •

Aladdin	£28.99
Batman & Robin	£36.99
Batman Forever	£41.99
Beavis & Butthead	£33.99
Brian Lara Cricket	£32.99
Cannon Fodder	**£29.99**
Comix Zone	£CALL
Clayfighter	£19.99
Demolition Man	£35.99
Dr Robotnik's Mean Bean Machine	£19.99
Dynamite Headdy	£24.99
Earthworm Jim	**£31.99**
Ecco 2 - The Tides of Time	£24.99
Fever Pitch Soccer	£29.99
FIFA Soccer 95	£20.99
FIFA Soccer 96	**£35.99**
F1 World Championship Edition	£35.99
Indiana Jones Greatest Adventures	£32.99
Lemmings 2	£24.99
Light Crusader	£CALL
Man Utd Champ Soccer	£32.99
Mega Bomberman	**£26.99**
Micro Machines 2	£35.99
Micro Machines 2 '96 Edition	**£35.99**
Mortal Kombat 2	£42.99
Mortal Kombat 3	**£CALL**
NBA Live 95	£22.99
NBA Live 96	**£35.99**
NFL Madden 95	£36.99
NFL Madden 96	**£35.99**
NHL 95	£22.99
NHL 96	**£35.99**
Pete Sampras Tennis '96	£35.99
PGA Tour Golf 3	£22.99
PGA Golf '96	**£35.99**
Pitfall	£24.99
Powerdrive	**£21.99**
Premier Manager	£CALL
Primal Rage	£42.99
Psycho Pinball	£29.99
RBI Baseball '94	£17.99
Rise of the Robots	£17.99
Robocop v Terminator	£18.99
Road Rash 3	£32.99
Rugby World Cup '95	**£22.99**
Samurai Shodown	£35.99
Shining Force 2	£35.99
Soleil	£36.99
Sonic The Hedgehog	£14.99
Sonic 2	£19.99
Sonic & Knuckles	£28.99
Skeleton Krew	**£21.99**
Street Racer	£35.99
Super Streetfighter 2	£44.99
Syndicate	£28.99
Thor	£46.99
Theme Park	**£35.99**
Toughman Boxing	£24.99
Urban Strike	**£22.99**
Virtua Racing	**£39.99**
Waterworld	£32.99
Winter Olympics	£17.99
Worms	£32.99
X Men 2	£35.99

ACCESSORIES

Action Replay 2 - Cheat Cartridge	**£36.99**
Phase 9 Graduate Pad - 6 Button with Turbo Fire, Auto Fire & Slow Motion	**£11.99**
Ultra 2in 1 Joypad - Works on Megadrive & Snes - 8 Button with Turbo Fire, Auto Fire & Slow Motion	**£15.99**
Megamaster Converter	£19.99
American Japanese Converter	£14.99

SEGA SATURN

NEXT GENERATION CONSOLE WITH VIRTUA FIGHTER & ONE PAD

£355

Bug	**£35.99**
Clockwork Knight	**£31.99**
Daytona Racing	**£42.99**
Digital Pinball	**£CALL**
Int. Victory Goal	**£35.99**
Fifa Soccer '96	**£35.99**
Hi Octane	**£35.99**
Mortal Kombat 2	**£39.99**
Myst	**£34.99**
NBA Jam Tournament Edition	**£32.99**
Panzer Dragoon	**£41.99**
Pebble Beach Golf	**£34.99**
Rayman	**£CALL**
Shinobi X	**£39.99**
Streetfighter the Movie	**£32.99**
Theme Park	**£35.99**
Virtual Hydlide	**£35.99**
Virtua Racing	**£31.99**
Virtua Fighter Remix	**£39.99**

ACCESSORIES

Spare Control Pad	**£16.99**
Arcade Racer Steering Wheel	**£47.99**
Memory Cartridge	**£38.99**
Multi-Player Adapter	**£28.99**
Virtua Stick	**£38.99**
RF Unit (Saturn comes with just scart cable)	**£18.99**

IMPORTS

CDX Convertor - Play imported Saturn Games on your UK Saturn	**£25.99**
Gran Chaser	**£49.99**
Hang On '95	**£CALL**
Rayforce	**£54.99**
Robotica	**£CALL**
Shinobi X	**£49.99**
Virtua Fighter Remix	**£44.99**
Wing Arms	**£CALL**

MORE AVAILABLE EVERY WEEK - CALL!

GAME GEAR

Earthworm Jim 2	£CALL
FIFA Soccer	£25.99
Jungle Strike	£25.99
Micro Machines 2	£25.99
Mortal Kombat	£16.99
Mortal Kombat 2	£29.99
NBA Jam Tournament Edition	£29.99
Olympic Gold	£16.99
PGA Tour Golf	£16.99
Pete Sampras Tennis	£15.99
Sonic Drift Racing	£25.99

SNES

FX Convertor	£14.99
Doom	£49.99
Fifa Soccer '96	£39.99
Jungle Strike	£36.99
Killer Instinct	£49.99
Mortal Kombat 3	£46.99
NBA Live '96	£39.99
NHL Hockey '96	£39.99
NFL Madden '96	£39.99
Powerdrive	£35.99
Theme Park	**£35.99**

SONY PLAYSTATION

THE WORLD'S MOST POWERFUL CONSOLE AT BRITAINS LOWEST PRICE

£279.99 PRICE INCLUDES NEXT DAY DELIVERY

Spare Controllers from £9.99 Wide selection available - Call for details!

Link Cable	£23.99
Memory Card	£19.99
Mouse	£23.99
Scart Cable	£CALL

3D Lemmings	£37.99
Air Combat	£37.99
Cybersled	£37.99
Demolish'em Derby	**£37.99**
Discworld	£36.99
Extreme Sports	£37.99
Fifa '96	**£35.99**
Jumping Flash	£37.99
Kileak The Blood	£37.99
Krazy Ivan	£37.99
Loaded	£CALL
Madden '96	£35.99
Mortal Kombat 3	**£40.99**
NBA Jam Tournament Ed.	£32.99
Novastorm	£37.99
PGA Golf	£35.99
Rapid Reload	£37.99
Ridge Racer	**£37.99**
Road Rash	£35.99
Shockwave Assault	£35.99
Starblade Alpha	£37.99
Streetfighter the Movie	£32.99
Tekken	**£40.99**
Theme Park	£35.99
To Shin Den	£37.99
Viewpoint	£35.99
Warhawk	£37.99
Wing Commander 3	£35.99
Wipe Out	**£37.99**

MEGA CD

BC Racers	£18.99
Corpse Killer	£39.99
Earthworm Jim	£35.99
Eternal Champions	£32.99
Ecco 2 - The Tides of Time	**£25.99**
Eye of the Beholder	£32.99
Sensible Soccer	£21.99
Shining Force CD	£32.99
Skullkeep (Dungeon Masters 2)	£25.99
Slam City	£39.99
Snatcher	£32.99
Soul Star	**£19.99**
Theme Park	£CALL

3DO

Goldstar 3DO + Fifa Soccer	**£289.99**
Panasonic FZ-10 + Starblade	£324.99
Panasonic FZ-1 + Starblade	£324.99

Fire 6 Button Joypad/Joystick	£21.99
Infra-Red Control Pads (x2)	£33.99
CH Flightstick Pro	£64.99
3DO SNES Convertor	£19.50
Ballz	£29.99
Cannon Fodder	£25.99
Creature Shock	£CALL
Eleventh Hour	£32.50
Flashback	£19.99
Flying Nightmares	£35.99
Foes of Alice	£35.99
FIFA Soccer	£36.99
GEX	£29.99
Hell	£29.99
Killing Time	£CALL
Lost Eden	£25.99
Need for Speed	£35.99
Panzer General	£27.99
PGA Golf	£35.99
Road Rash	£35.99
Samurai Shodown	£32.99
Slam N Jam	£29.99
Space Hulk	**£29.99**
Syndicate	£29.99
Theme Park	£29.99
Wing Commander 3	**£29.99**

32X

32X Expansion Module	£119.99
Chaotix	£36.99
Doom	£38.99
Metal Head	**£45.99**
Mortal Kombat 2 (limited stock)	**£37.99**
NBA Jam Tournament Edition	£39.99
Space Harrier	**£26.99**
Star Wars Arcade	£38.99
Stellar Assault	£38.99
Super Afterburner	£37.99
Super Motocross	£37.99
Virtua Fighter	**£39.99**
Virtua Racing Delux	£38.99
WWF Raw	£39.99

32X CDs

Corpse Killer	£42.99
Night Trap	£42.99
Slam City	£40.99
Soul Star X	£40.99
Supreme Warrior	£40.99

CD ROM

Command & Conquer	£29.99
Dark Forces	£33.99
Doom 2	£29.99
Discworld	£26.99
Fade to Black	£33.99
FIFA '96	£32.99
Formula 1 Grand Prix 2	£31.99
Indycar Racing	£9.99
Magic Carpet 2	£32.99
Mech Warrior 2	£31.99
Mortal Kombat 2	£22.49
NBA Live '95	£33.99
Need for Speed	£32.99
Phantasmagoria	£36.99
Sam & Max Hit the Road	£19.99
Space Hulk	£10.99
Star Trek: Next Generation	£33.50
Super Street Fighter 2	£24.99
Syndicate Plus	£9.99
Theme Park	£28.99
Transport Tycoon	£19.99
Ultimate Soccer Manager	£21.99

100's more available - Call for latest lists

PC 3.5" DISK

Lucas Arts Triple Pack - Sam n Max, Day of the Tentacle, Indiana Jones	£23.99
Magic Carpet	**£27.99**
Space Hulk	£11.99
Sensible Golf	£CALL
Super Street Fighter 2	£24.99
Theme Park	£27.99
Ultimate Soccer Manager	£21.50
Windows '95 Upgrade	£70.99

100's more available - Call for latest lists

JAGUAR

CD Rom Drive	**Call for Details**
Atari Jaguar + Cybermorph	£125.99
Alien VS Predator	£47.99
Cannon Fodder	£35.99
Chequered Flag	£39.99
Doom	£47.99
Fight For Life	£CALL
Hover strike	£45.99
Iron Soldier	£42.99
Kasumi Ninja	£39.99
Theme Park	£43.99
Rayman	£CALL
Sensible Soccer	£45.99
Spare Pad	£19.99
Syndicate	£36.99
White Men can't Jump	£47.99

LYNX

ATARI LYNX II & Batman Returns **29.99**

Mains Adaptor Highly Recommended..£10.99

Awesome Golf	£24.99
A.P.B.	£14.99
California Games	£24.99
Checkered Flag	£15.99
Chip's Challenge	£8.99
Desert Strike	£19.99
Dirty Larry	£14.99
Double Dragon	£23.99
Dracula	£24.99
European Soccer	£19.99
Hockey	£8.99
Jimmy Connors Tennis	£23.99
Lemmings	£19.99
Pinball Jam	£9.99
QIX	£8.99
Super Off Road	£23.99
Tetris	£26.99
Viking Child	£15.99
World Class Soccer	£9.99

Many More Available - Please Call!!

FREE MEMBERSHIP

All Prices include VAT.

- FREE MEMBERSHIP! SIMPLY SEND US YOUR DETAILS OR CALL 01924 473157 AND YOU WILL BECOME A LIFETIME MEMBER ENTITLED TO HEAVY DISCOUNTS, FREE CATALOGUES AND FREE ADVICE.
- EXTRA FAST DELIVERY, 2-3 WORKING DAYS ON STOCK ITEMS. (PLEASE ALLOW 7 DAYS FOR CLEARANCE IF SENDING A CHEQUE.
- ALL ITEMS ORDERED FROM US ARE FULLY INSURED AGAINST LOSS OR DAMAGE
- ALL GOODS ARE FULLY GUARANTEED. IF ANY ITEM DOESN'T WORK AS IT SHOULD, WE'LL REPLACE IT IMMEDIATELY AT NO COST TO YOU.
- 1000'S OF TITLES AVAILABLE, IF YOU CAN'T SEE THE ITEM YOU WANT, PLEASE RING AS STOCK ARRIVES DAILY. SOFTWARE AND ACCESSORIES AVAILABLE FOR ALL MACHINES.
- ORDER BY PHONE, FAX OR THROUGH OUR EXCLUSIVE FREE POST SERVICE.

100's of accessories available - E.g. JOYSTICKS, SPEAKERS, SOUND CARDS. Also HARDWARE - PLEASE RING

01924 473157
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

FAX ORDERS ON - 01924 473157 (24 HOURS A DAY)

- LINES OPEN 9AM-8PM MON-FRI, 9AM-7PM SAT, 10.30AM-4PM SUN. ANSWERPHONE ALL OTHER TIMES.
- ORDER BY CREDIT CARD, CHEQUE POSTAL ORDERS OR CASH (PLEASE SEND CASH IN A REGISTERED ENVELOPE FOR YOUR OWN PROTECTION.
- NEXT DAY DELIVERY £3.50 FOR ORDERS UP TO £50, £5 FOR ORDERS OVER £50, PLEASE ORDER BEFORE 3PM TO ENSURE IMMEDIATE DESPATCH.

GAMEplay

Cut Out This order form and post to :

GAMEPLAY, UNIT 11, BARDEN CLOSE, BATLEY, W. YORKSHIRE WF17 7JG.

Name: .....

Address: .....

.....

Postcode: ..... Signature: .....

Tel: ..... Fax: .....

Item	Machine	Price
		£
		£
		£
		£
		£
		£
	P&P	£
	TOTAL	£

Postage is **FREE** on all accessories and orders of more than one item. Please ADD £1 for orders of just one software item.

Cash ☐ Cheque ☐ Postal Order ☐ Card ☐ Access VISA DELTA SWITCH

Cheques payable to 'Gameplay'. Prices correct at time of going to press. E & OE.

Card Number ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date ☐☐/☐☐ Issue No. ☐☐ (Switch only)

CVG11

CAN A GAME OVERTAKE 100%?

THE ORIGINAL Micro Machines SCALE MINIATURES

TURBO TOURNAMENT 96

For Micro Machines '96 we've jam packed an amazing 65 manic courses into the wildest and weirdest regions of the Micro Machines house.

And it's on J-Cart, so a bedroom-busting eight players can dice it up on the craziest turbo tournaments yet!

Including

CONSTRUCTION KIT

For even more madness, use the all new Construction Kit to set up custom courses, and save 'em with the battery back-up.

Micro Machines '96 is guaranteed to stop you in your tracks. And that's a racing certainty.

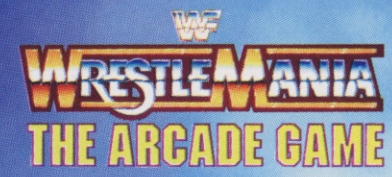
MEGA DRIVE™

J-CART JOYPAD CARTRIDGE

Codemasters

© 1995 Codemasters Software Company Ltd. Codemasters, J-Cart, and Turbo Tournament are trademarks of Codemasters. Micro Machines is a registered trademark owned by Lewis Galoob Toys, Inc. Codemasters is using the Micro Machines mark for this product pursuant to a licence. Codemasters is not affiliated with Lewis Galoob Toys Inc. Sega, Mega Drive are trademarks of Sega Enterprises Limited. Licensed by Sega Enterprises Limited for play on the Sega Mega Drive System.

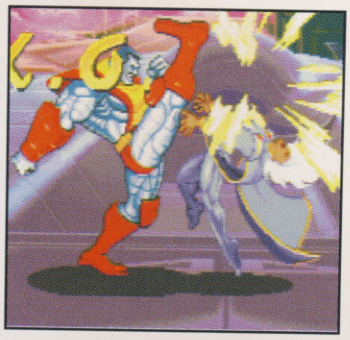
These games need no introduction...



...from Acclaim

X-MEN

CHILDREN OF THE ATOM



Until now, none could contain the awesome power of Professor Xavier's mutant superheroes. Only Capcom dared entered the Danger room, to have them perform for the benefit of this uncanny fighting game!

BY CAPCOM

PUBLISHED BY ACCALIM

RELEASE: DECEMBER

1-2 PLAYERS

SATURN AND PLAYSTATION VERSIONS PLANNED

COIN-OP AVAILABLE

80% COMPLETE

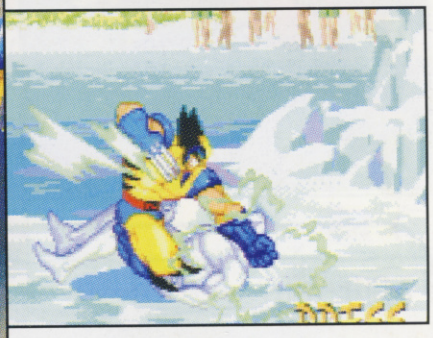
2

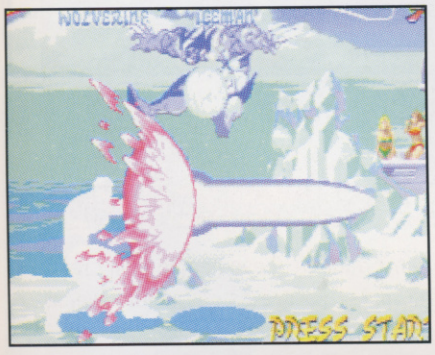
Wouldn't you just love to be an X mutant! These people didn't realise their mutant powers until after puberty – one day they were average teenagers; the next incredible superbeings! Most of us here at CVG aren't so fortunate, however we're still waiting to see how Rad turns out. In the meanwhile we can enact our own dreams of latent power by taking control of Capcom's mighty X-Men coin-op!

Best thing about this game is that you don't have to spend years catching up on over a decade of complex comic-book stories to appreciate – just grab hold of the controls and let your creativity and skill reveal the secrets. Though it may look like Street Fighter II in fancy dress, 'Children of the Atom' is light years beyond in terms of technology. The power of Capcom's CPS2 system – which supports Super Street Fighter II, Dark Stalkers, and SF Alpha among others – makes for amazing animations. These are used to convey incredible action that takes the whole SFII concept and just blows it all apart!!! Acclaim have obtained the exclusive rights to bring the game to Saturn and PlayStation in this country. This is fantastic news! To help you appreciate exactly why, we're running this special feature. It talks mainly about the coin-op but, as early screen-shots show, the home versions are almost exact replicas.

DANGER RUSE

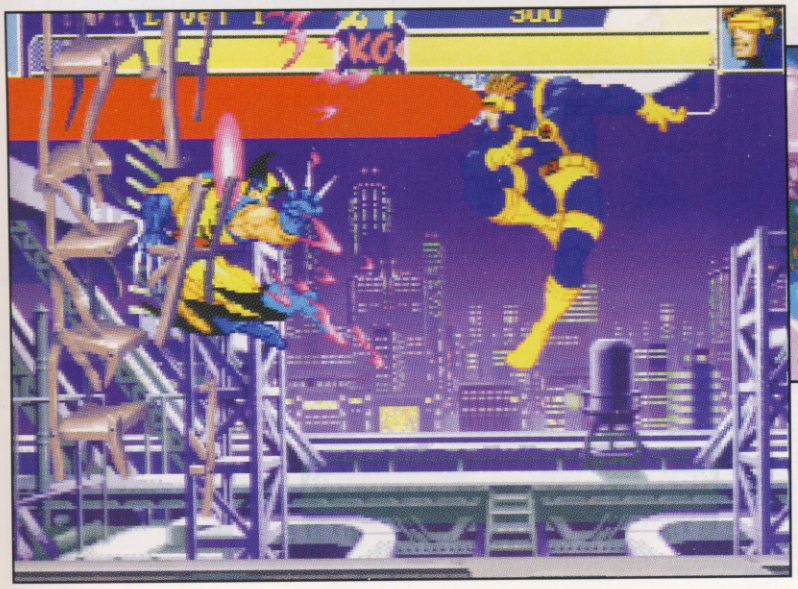
The Danger Room is an altogether different kind of training ground for a fighter to learn his/ her trade. Here mutants learn to channel their terrifying powers toward the defence of mankind from criminal acts. It's an awesome task far removed from the comparatively basic, full contact competition found in Street Fighter. In the Danger Room mutants discover how to take fights beyond the capabilities of commonplace humans; not just in terms of strength but also in dimensions. This is demonstrated through the X-mutants' abilities to battle while soaring through the air – something which opens up a whole new realm of strategic possibilities. There are a couple of ways X-Men find themselves airborne for any length of time: either they use their mutant powers to jump incredibly high, or they are smashed through the ground and left to plummet to a level below. The latter situation is incredibly cool, so we'll talk about that later.

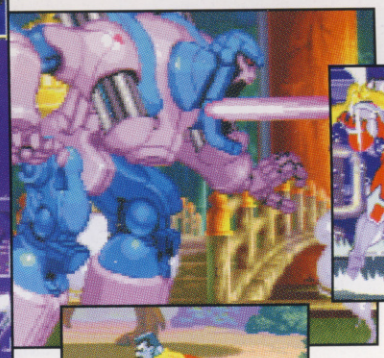


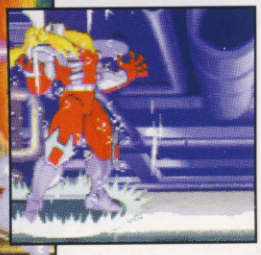


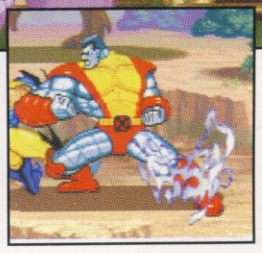
THREE IS A MAGIC NUMBER

X-Men is a combo strategist's dream come true! Because of fights being taken to the air, this allows for multiple hits to occur before fighters touch the ground. Luckily it's okay to block mid-flight. In addition to the standard method of stringing combos together (moves plus 'specials') there are a number of routines mapped into the buttons which require no complex joystick-manouevre to perform. A similar system is found in DarkStalkers, except in X-Men the sequences are different for each character. Basically this works by having stronger attacks interrupt weaker ones – eg tapping Fierce immediately after Strong. However the most commonplace of these tactics is to nudge toward after hitting Strong. A select number of mutants are capable of stringing all six buttons together for a combo, and that's before introducing traditional fighting techniques to the mix! Working all of the above into a cool repertoire is guaranteed uncanny results!



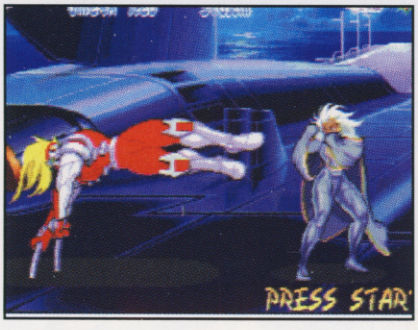






WE ONLY AIM TO PLEASE

Most projectile attacks in Children of the Atom are directionable. They can be aimed diagonally up or down, as well as straight ahead. This opens up the game for offence and defence alike. Even with their feet off the round, those X-Men with projectile capabilities may initiate, say, an Optic Blast or Typhoon, and place it right on the head of the hapless fighter below! On the other hand potential targets for an aerial assault may defend by launching whatever technique they have skywards. As is only fair, all projectiles cancel each other out if they meet and its possible to block – even in the air.

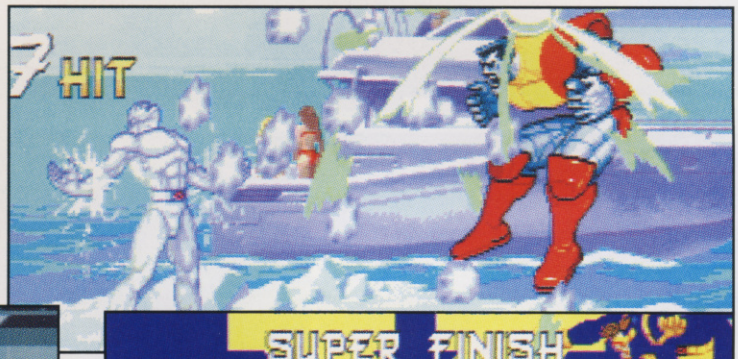


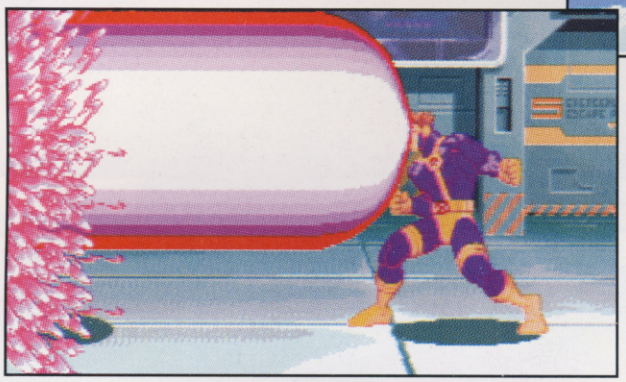
YOUR POWERS CANNOT HARM ME!

Before starting the game, X-Men are given the option to surround themselves in a protective aura. This 'Automatic Blocking' only lasts for one match, but it reduces the possibilities of damage for that duration. So long as the fighter isn't attacking, they are safe from harm. Of course such asylum isn't without its sacrifices; when Auto Blocking fighters are restricted from directing the line of their projectiles. It's down to the payer in the end to decide this fate for them.

X-CITE WITH X-ABILITY!

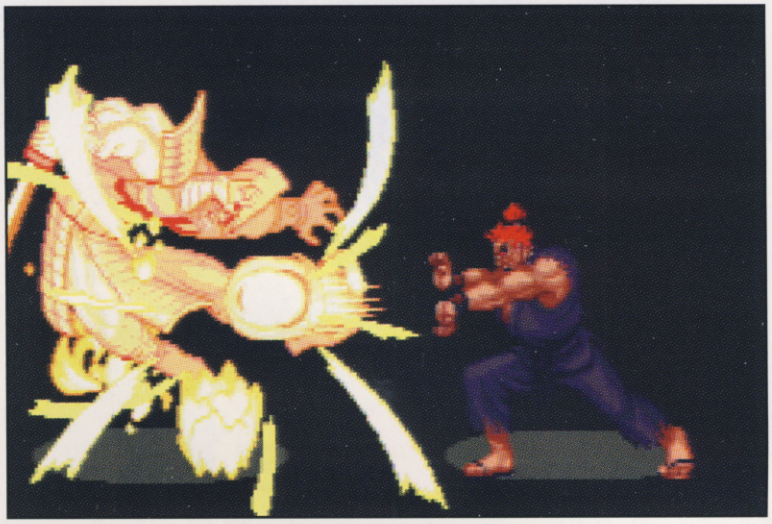
Mutants all possess a supreme super power with which to crush their opponents! The power of a mutant's 'X-Ability' is many times that of their standard specials, which is why it takes time to muster. Each time a mutant strikes an opponent – be it with a throw, a projectile, or simple hit – they contribute to a special meter which sits beneath the energy bar. When it turns orange, that's when the X-Ability kicks in. When it begins to flash this signifies that a special 'Hyper-X' technique is allowed!

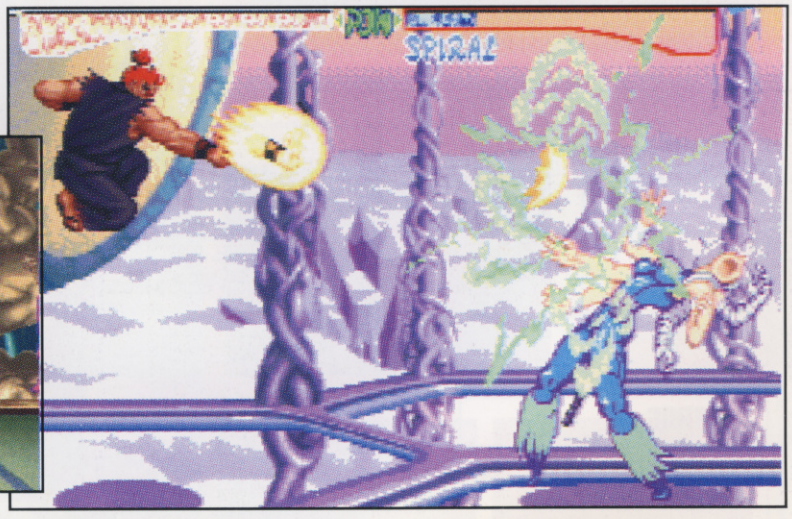


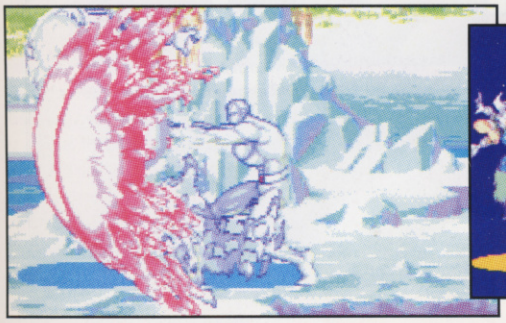


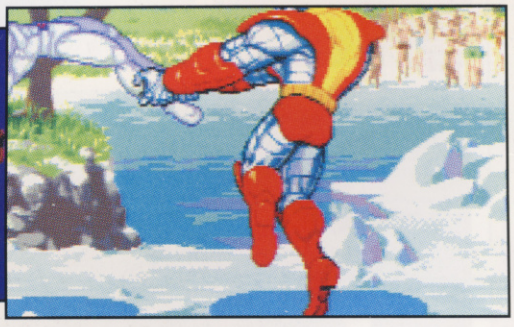
HANDLE WITH CARE DEMON INSIDE!!!

CVG has run with this story before, but for the benefit of those who don't know: Akuma (aka Gouki) is a secret character in Children of the Atom. A special code, accessed using a complex sequence involving both joysticks, summons Akuma as a playable character. Another way to find him is to win every match without continuing, being sure to seal each final round with a Hyper-X.







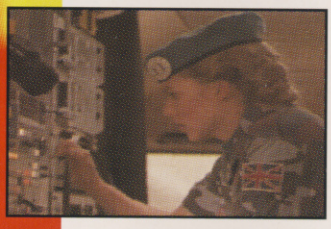


TO BE CONTINUED...

At the time of going to press the only available screen-shots of Saturn X-Men existed on a preview disk, used for retail in Japan. Luckliy Capcom have seen the benefit of letting the UK's hottest computer and video games magazine take a look, so are jeting the disk across the pacific for your eyes only! They even took some exclusive screen-shots of the game closer to completion. Look for them soon!

STREET FIGHTER

It might not win any Oscars, but can the Streetfighter film win over gaming types?



Once upon a time, Kylie was a very strange sounding name. Think about it. Run it through your head a couple of times. Kylie. Ky-lee. It's a bit futuristic, isn't it? Like Zardos, or Thrang. Not so long ago Kylie was a good name for an arch-villain in a Flash Gordon movie. But then once upon a time Kylie Minogue (obviously hastily changed from the original Kylie Ming for fear of sounding a little too much like an intergalactic despot) was a chubby-cheeked badly-permed tomboy getting it on with Jason bleedin' Donnovan, of all people, in Neighbours.

So it's no wonder she wants to rule the galaxy with a dread iron fist. All this releasing of records business is just a way for her to fund her secret project – a nuclear missile aimed at the moon. We at CVG have unearthed frightening evidence that Kylie intends to blackmail the world's governments with a threat to destroy the cream cheese-like source of tides and, allegedly, madness. Without la luna for guidance the seas of planet Earth will respond to the gravitational pull of the sun, causing the tides to swing up and down instead of left and right. The push of winds could easily force our now vertical waters to crash over our cities. Or perhaps the subterranean low tide would be evaporated by the molten core of blue planet and we'd all thirst to death. But you at home can stop her evil plans. Kylie now appears in the game-of-the-film-of-the-game as Cammy. Gamers across the world should now unite to fight against Cammy until Kylie has taken so much of a beating that she has to forego her plans for global domination.Then I bet Sonic'd get his own public holiday.

SATURN

FIGHTING

ACCLAIM

TBC

OUT NOW

1-2 PLAYERS

PC VERSION PLANNED

PLAYSTAION VERSION AVAILABLE

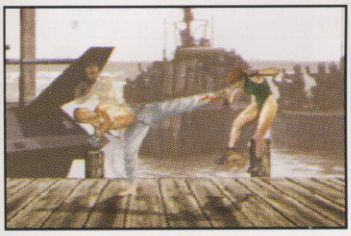
METER THE PRESS

Anyone who's played Super Streetfighter 2 Turbo should be familiar with the concept of Super moves and combos. Those who aren't might like to read on. Below your energy bar is a second, smaller gauge for your Super Power. This is filled by performing plenty o'special moves. Once it reaches the halfway mark certain of your specials are super-powered up, doing more damage and looking a bit flash, although each one uses up half of your Super Power. If you're dead dead good you can pull off a Super Finishing Combo, which looks rather lovely. These combos are listed in the manual, but they're rockest of hardness to pull off and require a full Super bar.

Hey, stop fighting! Yes, Guile, I know it's you!

So! Wear my da's swimming trunks would ye! Ughright!!!

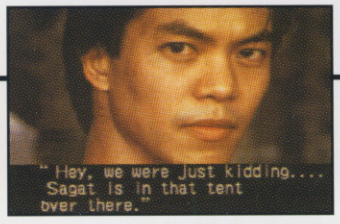
Ken! Now you just leave little Sawada alone!

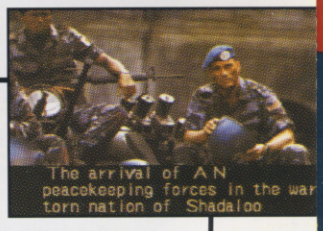


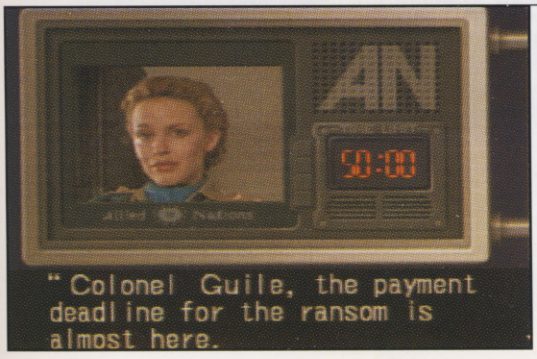
Well, you can tell his mum. Not me.

THE MOVIE GAME

The Movie introduces a whole new gameplay element to the Streetfighter recipe in the form of the Movie Battle. This casts you as Colonel William F Guile, scouring the planet for M Bison's evil hideout with the assistance of the pouting Lieutenant Kylie Cammy. The game remains pretty much the same with you fighting each character in turn. But this time you're given almost RPG-esque choices of where to go next, which affect exactly who you face next. There's a kind of time limit element to the whole campaign, so if you spend too long fighting someone you might just blow the whole gaffe.

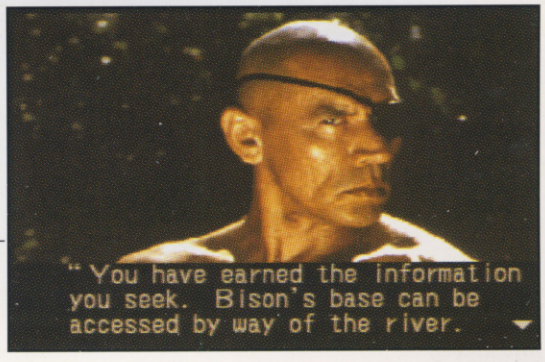


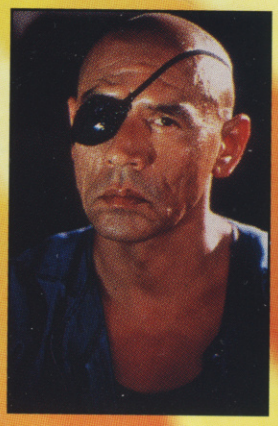
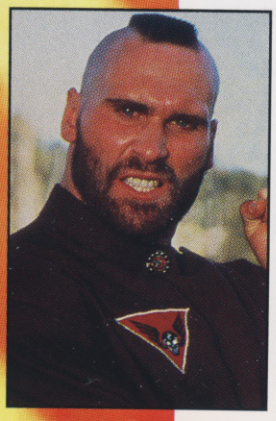


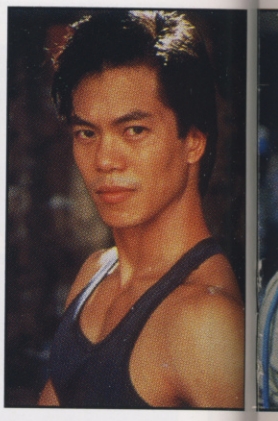


Kylee, eh. She always looks so brill. Cor.

Zit? Where? Sagat you're just paranoid mate.



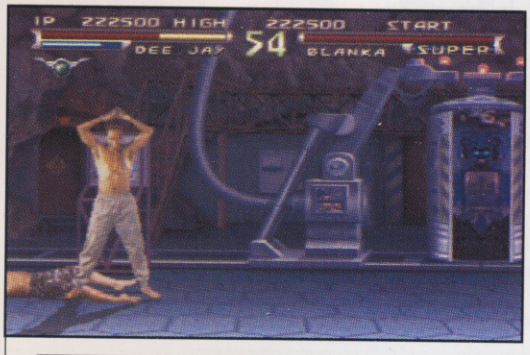


GOOD NEWS FOR SHOW-OFFS

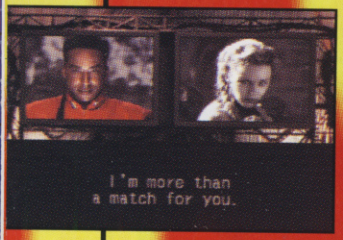
Good news for ace players and bad news for rubbish ones steps onto the scene in the forbidding form of the new scoring system. At the end of the game this sinister machination marks your performance in terms of Aggressiveness, Completion, Mastery and Power Points. This means that the less you defend, the further you get the more special moves you use and so on the better you'll do. So if you're a bit sad everyone's going to know all about it. If you're great everyone probably already knows about it, you mouthy get.

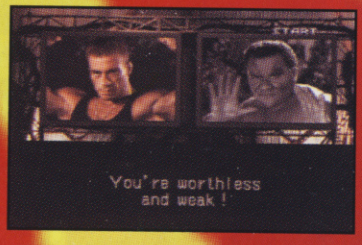
Vega demonstrates his new juggling ability.

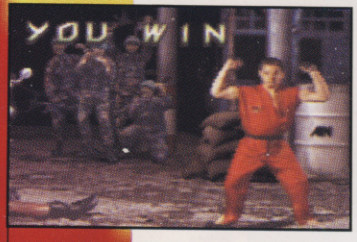
What is it Dee? Why it's like nothing I've seen before! Amazing!



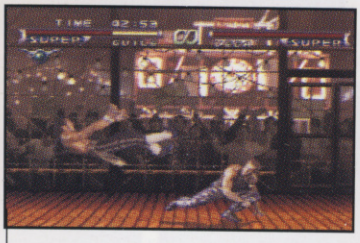
Do that jelly thing with your stomach Dee!





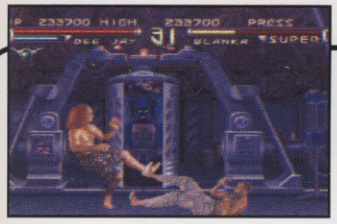


X...err? X-Men? X-Men!!!



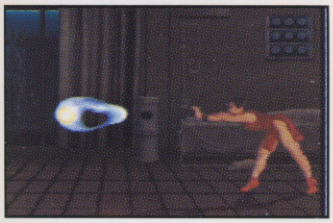
I said dance, not fall! idiot.

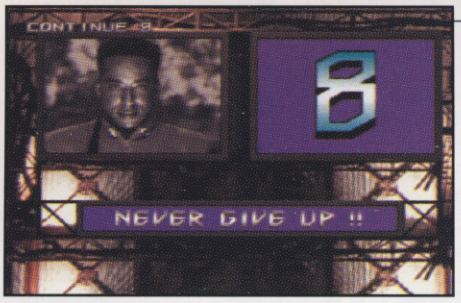
Ahoy! Ryu, mate! Over here! Oops, sorry little Sawada. Didn't see you there.



SAWADA YA WANNA MAKE THOSE EYES AT ME FOR

The big new addition to Streetfighter The Movie is the new character Captain Sawada. The story goes that the bloke who played him actually auditioned for a completely different part, but the producers were so impressed they created a role especially for him. Yeah right. Anyway, his character in the game isn't bad, even if he is a bit of an amalgamation of several other fighters. His best move is definitely his Exploding Suicide Blast, which has him blow up, taking any unlucky opponent with him in a shower of blood. Ace.





Sawada, mate! Continue! Continue like the wind! Never give up!!!

VERDICT

I liked Super Streetfighter 2 Turbo, and this is basically a straight conversion of that with one new character. But strangely enough, I don't think this is as good. The graphics are pretty crap, with the sprites looking not much like their celluloid counterparts and the animation being jerky and generally rubbish. The biggest problem is the speed of the game, which is slower than most players will be used to by now and slower still when the screen gets crowded. It's not to say that is awful as such, it just doesn't live up to the other games in the series. If you can't wait for a proper Streetfighter conversion this might slake your thirst for Dragon Punches, but casual World Warriors might do better by skipping it.

RAD

79 GRAPHICS

Sprites bear little relation to their real-life counterparts.

73 ANIMATION

Surprisingly jerky, halty, stoppy-starty for digitised pics.

76 MUSIC

Not excruciating, but definitely the wrong side of bland.

80 SOUND EFFECTS

All the old favourite sound effects, plus all new speech from real ac-tors.

89 GAMEPLAY

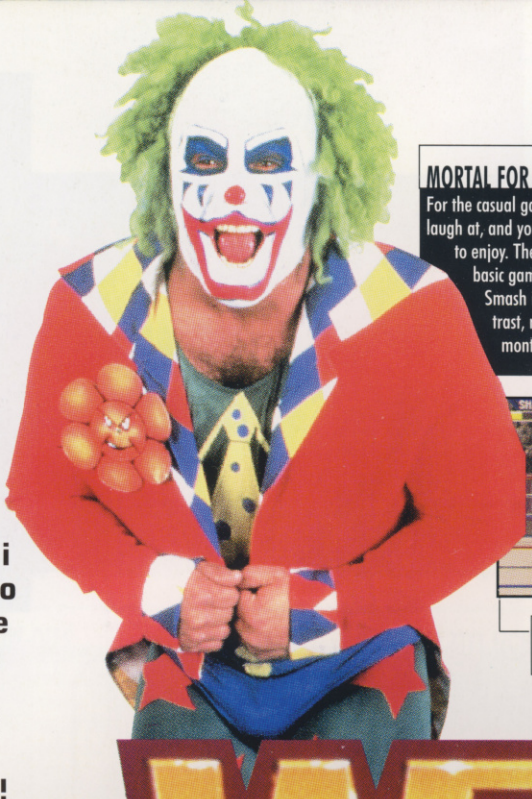
Feels sluggish compared to the coin-op. Still good though.

92 VALUE

Tough, and the new play modes add longevity. A coin-op in your own home!

90 OVERALL

Doesn't measure up to the majority of the competition, but it's a great conversion of a cool coin-op. If you loved the arcade you'll be impressed



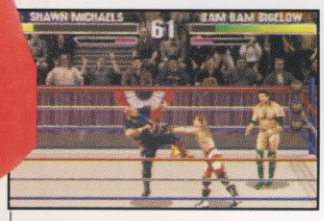
'Get it or get out of the way' is what Midway have to say about their WWF Wrestlemania a coin-op. So CVG got the PlayStation edition for EXCLUSIVE REVIEW, right here!!!

We've seen 'em all come and go, the WWF licenses. Some better than others, but none really tapping into the mayhem of real Wrestlemania action. Sure the 16-bit consoles are fairly represented by LJN's work for Acclaim, but it has taken the NBA Jam production team from Midway to finally pin that action down.

The coin-op only made its US debut in July, so this has to be one of the fastest home versions ever produced! But is the game worth just a few quid on a rainy afternoon, or is it an experience which requires bringing home to appreciate? CVG enters the arena, prepared for anything these WWF wusses have in them!

MORTAL FOR MORONS?

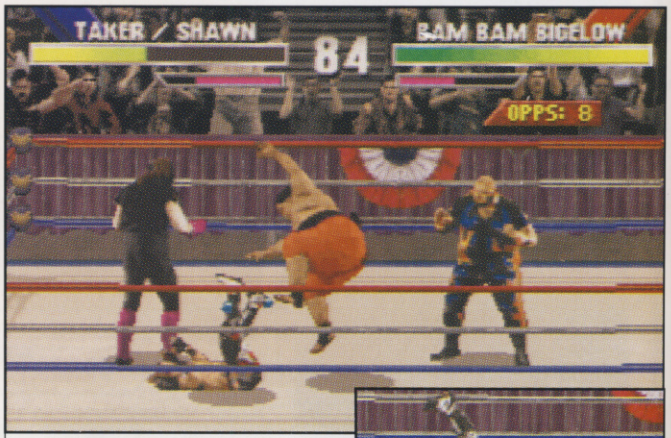
For the casual gamesplayer the complexities of the Mortal Kombat series often prove too much. That's for us to laugh at, and you to decide which end of the scale you fit in. Point is WWF Wrestlemania takes very little effort to enjoy. There's still scope to develop your game play in terms of combos, and, yes, FATALITIES, but the basic gameplay is simple enough for really young or inexperienced to get into. Undertaker's Tombstone Smash is simple to execute, as are Shawn Michael's Drop Kick, and Lex Luger's Elbow Girder. In contrast, rumours of 30+ hit combos are enough to keep any hard-core fight fan at the game for months on end.



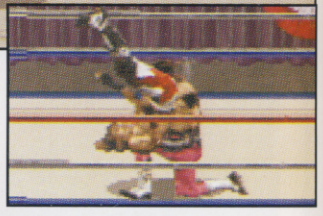
Kung Fu kick to the belly...Hiiiyyaaa!

WRESTLE

THE ARCADE GAME



What's that cheat up to!



Hey! Is that allowed! I don't think so! What happened to the referee!

PLAYSTATION

FIGHTING

ACCLAIM

TBC

NOVEMBER

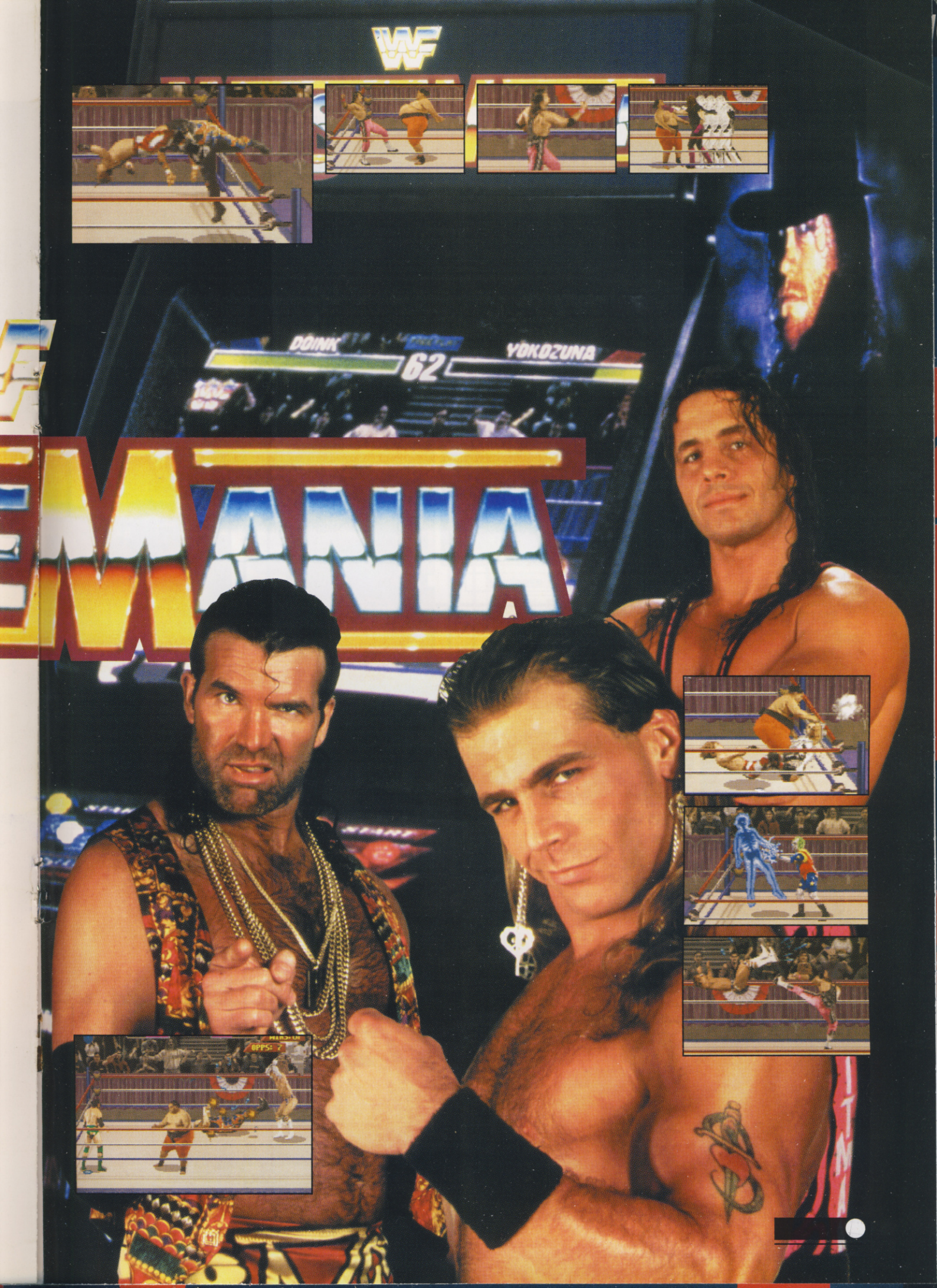
1-2 PLAYERS

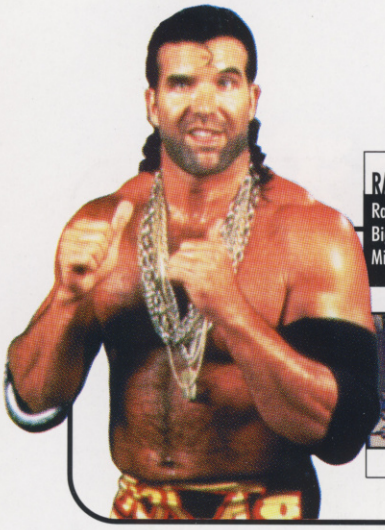
PC VERSION PLANNED

PLAYSTAION VERSION AVAILABLE

FIGHTS CAMERAS ACTION!
Midway used the same techniques perfected through the Mortal Kombat series to bring eight WWF superstars to the video-game screen. The wrestlers were filmed performing their earth-shattering routines at Midway Studios. From here the images on the videotape were digitally captured, then the special effects – of the kind that are humanly impossible even for superhumans – added. We pity the poor guy sparring with Yokozuna here!

DID YOU HEAR THAT!
Commentary for the game is provided by ringside announcers Vince MacMahon and Jerry "The King" Lawler! Just like real life, these fellers find it hard keeping their mouths shut, so many of the classic catch-phrases are in here: "I'd hate to be on the receiving end of that one", and, "Did you see that!". This is an exciting plus point for WWF fans.

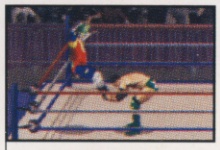

WWF
DOINK
62
YOKOZUNA
MANIA



RAZOR RAMON™

Razor Ramon is the undisputed BAD GUY, and twice the Federation Intercontinental Title winner. Now Big Daddy Cool has taken that prize from him, but he couldn't have done it without the help of Shawn Michaels! That no good rocker's gonna feel the bite of Ramon's Razor's Edge for sure!

Quick Slice!

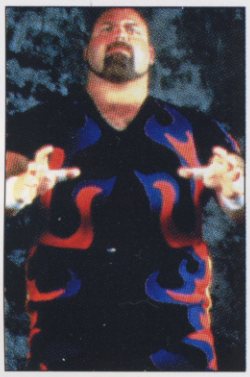


Quad Slam!

Dash Slice!

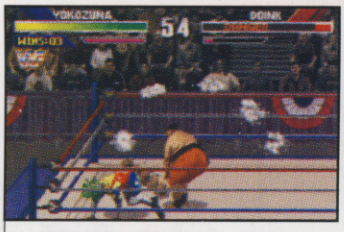
BAM BAM BIGELOW™

Bam Bam's costume says a lot about his character. Whenever this 360lb guy enters the ring it's full-on brawling all the way! Anybody who attempts a Head butt from the Top Turnbuckle has just got to have a furnace inside! The Triple-B recently took the fight to his opponent's manager – he's that mad!



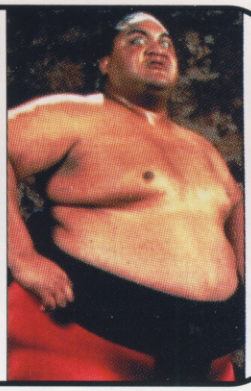
YOKOZUNA™

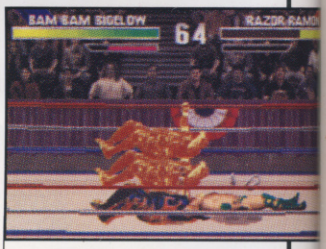
Due to some extremely bad luck (he charged head-long into a ring post!) Japan's second largest mountain recently lost all hope of becoming King of the Ring to an outsider – Savio Vega. Yokozuna, in case you hadn't already guessed, trained as a Sumo. Careful not to get wiped out by his Sumo Splash!



Power Punch!

Salt in your eyes!

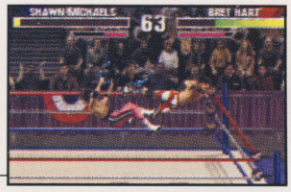




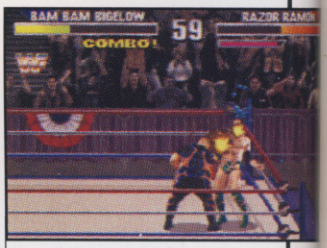
Back-Breaker Burn!

SHAWN MICHAELS™

'The Heartbreak Kid.' Shawn Michaels is currently nursing his broken credibility back to health, after a brief association with Psycho Sid as his body guard. Of course Michaels is perfectly capable of handling himself inside the squared circle, as his Back Suplex proves beyond a doubt.



I can't believe what I'm seeing!

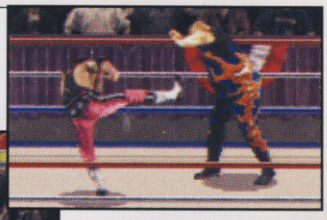


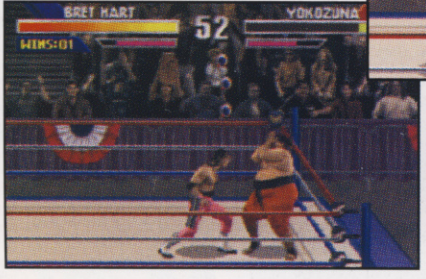
Flaming Fist Rush!

BRET HART™

For excellence of execution look no further than "The Hit Man," whose Sharpshooter finishing move is truly worthy of respect. Spectacular tactics in the air have earned Bret Hart a reputation for being one of the greatest crowd pleasers the Federation has ever known. All the girlies love him!

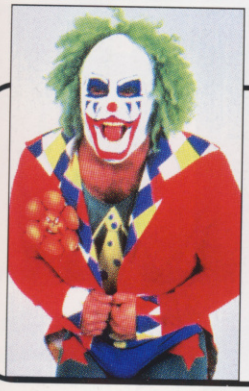
Oh, I bet that hurt! Bret *Hurt!* Oh, alright well maybe you could make better jokes, huh!





Flying Snap Kick!

Fire in the sky!



DOINK THE CLOWN™

Careful not to wind up on the wrong end of Doink's Whoopee Cushion gag – a hip drop performed from the top rope! It's easy to forget that a clown, in order to be remotely exciting, requires the mind of a scientist and the agility of a cat to survive. Doink is ready to break every funny bone in your body!

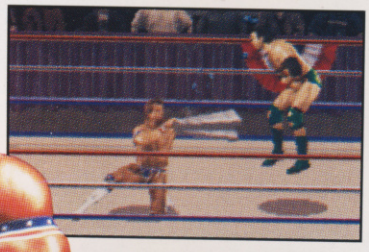
The Clapper!

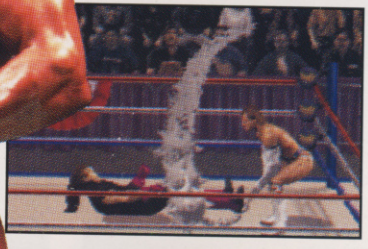
Happy Hammer

Joy-Buzzer!

LEX LUGER™

A man who believes that every American man should look like him – or near as damn it. Lex detests weaklings as he considers fitness of the body, spirit, and mind to be of utmost importance. Failure to comply results in being subjected to Luger's Rebel Rack!

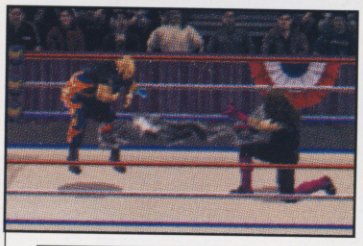




Boy, Ramon's getting exactly what he deserves!

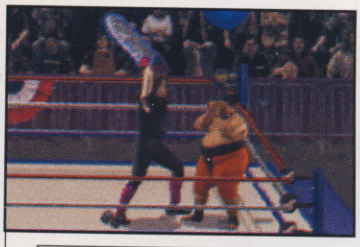
UNDERTAKER™

Paul Bearer has been leading his "Grim Reaper" to the squared circle for as long as most people can remember. Being stalked by the Undertaker is never a pleasant experience, especially since he is able to floor mortals with one swing of an arm. Undertaker assumes the role of a Tombstone, to perform his finishing move.



Dark Spirits break for lunch!

Shadow Neckbreaker!



Tombstone, multi-hit attack!

91 GRAPHICS

Bright and clearly defined. Outrageous humour too.

83 ANIMATION

Pretty jerky, though the individual frames are cool.

89 MUSIC

All the cheesy themes playing from the CD. Sing along!

92 SOUND EFFECTS

The commentary really makes this game.

93 GAMEPLAY

More to this than meets the eye. Among the best two-player action around!

90 VALUE

There's much to learn, plus the game won't date like previous WWF licenses.

93 OVERALL

Easily the best WWF game to appear on any format. Reason enough for any WWF fan to shout the house down!

VERDICT

Don't let anybody tell you any different, WWF Wrestlemania is a supreme laugh. I totally hated the WWF games for the 16-bit machines, but this is a whole new arena. Midway have here a kind of psuedo-3D fighting game where the ability to jump is exchanged for 360° freedom of movement around the fighting area. Really, you won't believe how effective this is until you play it for yourself, but let me tell you there are cool combos, fatalities, and separate strategies for each character. This is something some of the smaller Japanese developers have tried but failed to achieve, but Midway get the credit for doing it right first. There is nothing out there to match the craziness of the three-against-one Royal Rumble scenario, and there are no other fighting games that team two-players against the machine this way. I can't believe they pulled this one off – WWF is already a classic!

MORTAL KOMBAT II

FORMAT: SATURN

STYLE: FIGHTING

FROM: ACCLAIM

PRICE: TBC

DUE: DECEMBER

PLAYERS: 1-2

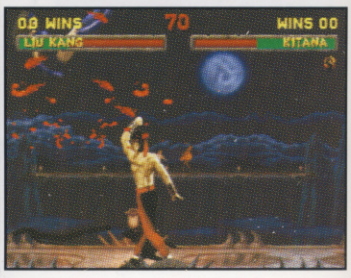
NO OTHER VERSIONS PLANNED

AVAILABLE ON EVERY FORMAT

Just when you thought you were safe from Baraka, Mortal 2 returns – again!

You know, you can say what you like about these super-consoles and how their graphics-shifting powers are revolutionising the concepts of gameplay, but for every Tekken or Virtua Fighter fan in the world there'll be at least two who prefer the simple 2D fare of Mortal Kombat. And good on them, we say. So what if they're living in the Dark Ages, refusing to accept the blinding messianic light of the future of gaming, poking around in their caves without fire or the wheel (metaphorically speaking). No, let them get on with it, and when they get bored of that they can always play Bubsy the Bobcat. And the rest of us, the smart ones, ahead of the pack, straight backs and high brows, will content ourselves with a Saturn and a copy of... er, Mortal Kombat 2.

Yes, the favourite coin-op of a generation, responsible for much lucrative media attention to the games industry, is set to hit the Next Generation in a big way. Given the world-wide sales spectacular which was Mortal Monday Acclaim obviously have high hopes for the title, and it's one millions of players are doubtless anticipating excitedly. Allow us to show you how the conversion is progressing thus far.

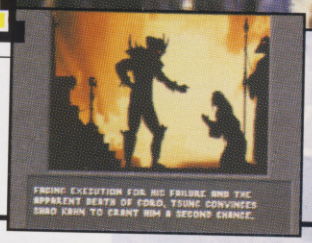


IBAT

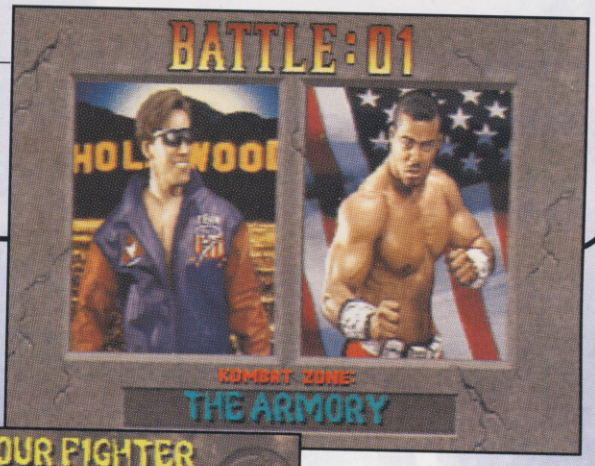
KINEMA KOMBAT

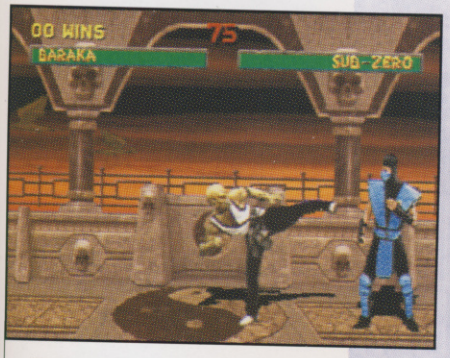
While the arcade rivalry between Kombat and Streetfighter still rages, it's clear which of the films has won the cinematic tussle. The Mortal movie has enjoyed pretty astounding success in the States, topping the box office charts until it was roundly thrashed by weepy Tom Hanks' Apollo 13. CVG attended an exclusive preview of the flick recently and we can honestly say that it's... alright. Not bad. The ending's a bit toshy, though. But will Williams copy Capcom's brainwave by releasing a revamped Mortal Movie game? Perhaps they could have standard animated sprites instead of digitised actors just to reverse the trend. Whatever they decide, you'll find the best coverage in CVG. You know it!

Finally! All the presentation of the hit coin-op!



Jax – before he lost both his arms!

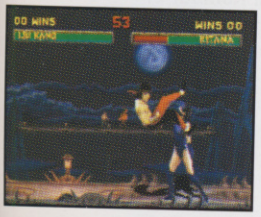


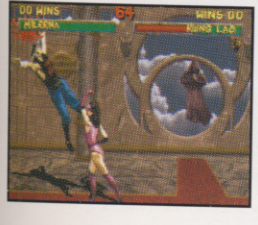


Baraka in 32-bit detail!

It's kind of like Blind Date, only less cheerful.

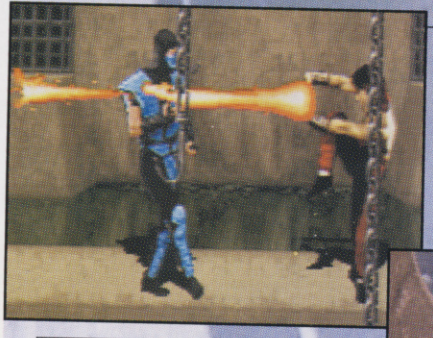
Blood! Blood! Blood!



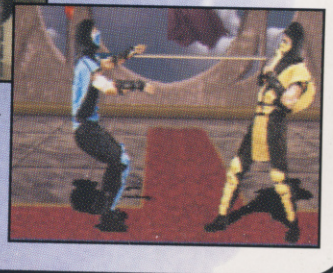


GORE GALORE

Fatalities, that's what Mortal Kombat was all about. Say what you like about how ace the gameplay is (which it is), but it's the surfeit of gore and bones which attracted players to the game in the beginning. Well you'll all no doubt be pleased to hear that all (all, you hear me?) of the Fatalities, Babalities and ever-hilarious Friendships are making their way over to the PSX. Along with them comes all the hidden secret characters and other bonuses found in the arcade cabinet. And it'll be running at full speed, too. Hooray.



If this looks weird it's because the pic is taken from an extremely early version of the code.



So's this one. But you can tell how well the game is coming along. Recognise this guy on the left!

THE END OF AN ERA?

Finally players are getting their chance to lay hands on the closest thing there is to an MK2 coin-op. But is this what we want at this stage? Sure the 16-bit versions are knock-out, but with the amazing polygon-based fighters out there it's time to step back and think. Mortal Kombat II is undoubtedly a classic. Never in the history of CVG have we received so many calls and letters over one subject. So Acclaim are guaranteed success with, what they hope to be, the definitive home versions.

After this, though, it seems Acclaim have decided to move on. That they didn't pitch so hard for MK3 on PlayStation or Saturn indicates they have something extra special planned for the coming year. Is there really more to life than Mortal Kombat? We'll see...

This book is presented free with *Computer and Video Games* magazine
©emap Images Ltd.
©Capcom, ©Midway